



SEGA SATURN

ISSUE 5

MARCH 96

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M A G A Z I N E



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wipEout

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Euro'96

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X-MEN LEGEND OF THOR GUARDIAN HEROES BAKU BAKU ANIMAL PANZER DRAGON 2

'SOLVING THE MYSTERY MEANS VISITING THE
DARK PIT OF YOUR SOUL'



AKLAIM

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POSSESSED



D IS A DANGEROUS GAME. KILL FOR IT.

8.3.96





SEGA SATURN

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Ten pages on the best coin-ops coming your way soon!

SHOWCASE

BORG '96

Wouldn't you like the Saturn has few good fourth titles to its name? We don't believe so... RFA wasn't exactly all it was cracked up to be, was it? But, the many developers Gamma are on the case and are currently converting and reworking their first title. In Action Sector, in time for the summer holidays, is it done. Will it be any good? Damned right it will!

STREETFIGHTER ALPHA

You still can't buy this officially for another month or so, but importers are currently doing a roaring trade with Streetfighter Alpha. It's easy to see why - after almost six years since the first version of SF, it still has all the fun and entertainment value it always had!

PANZER DRAGON 2

Last month, we brought you the first feature on Panzer Dragon 2, and this month there's more! Almost four levels of the game are now complete and the result is way, way more impressive than the original Panzer Dragon!

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LEGEND OF THOR

We saw him on the Megadrive, and after a short hibernation period, he returns, fully transformed and ready for 32-bit action. There's still no word on when this will be released in the UK, but the feature comes from an almost complete version of the game!

X-MEN: CHILDREN OF THE ATOM

After much falling around, Acclaim have finally decided to release this ahead of schedule, which means it could be in the shops by the time you read this! We take this top title apart, and bring you everything you'll ever need to know about all things X!

GUARDIAN HEROES

A couple of months ago the first playable versions of Guardian Heroes arrived in the UK. Now, the code is completely finished, and you won't be able to get hold of the game over here for quite a while (the text translation job will take a couple of months). We take a look at the finished version.

COVER STORY:

WIPEOUT

When we first printed a news story on the impending arrival of Wipeout, no one believed it was true! But, two months on, the game has arrived in a near-complete state, and the conversion is every bit as good as we hoped it would be. Our eight page feature highlights every aspect of this excellent racer and explains why you absolutely have to own it.

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SEGA
SATURN
NEWS

SEGA GO STRAIGHT TO THE TOP OF THE CHARTS!

As we went to press, we received news that Sega Rally has just earned itself the prestigious title of fastest selling CD game in history. In fact, it reached the position record, held by Destruction Derby, by a whopping 10%. Fully enough, we weren't that surprised as Sega had predicted this a few words before the game's release. What it does prove though, is that interest in the Saturn has never been greater, and if what we've been hearing from retailers is true, then new sales of Sega's machine are set to overtake those of the Playstation any day now! For those who just didn't believe Wipeout could be possible on the Saturn, we've managed to bring you the first in-depth look at the conversion. These are 100% Saturn pics, not lifted from PSX versions, as people may have you believe. As for the rest of this issue, if you're into football, you'll need to look no further than the forthcoming version of Euro '96. Plus, there's a look at Thief, and an update on the slinking Panther Dragon 2. Oh, and don't forget to stay tuned for news of our next CD issue...

Sam Hickman, Editor

LOADED COMING TO SATURN!

One of the biggest hits in late '95/early '96 has, without a doubt, been Loaded on the Playstation. In fact, it skipped 250,000 copies on its first week of release! And yep, you guessed correctly, it's coming to Saturn in just a few months!

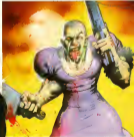
Developers Grenade are currently working on the Saturn conversion and are confident of bringing a top class result your way as early as May.

If for some reason, you've heard Nide ear hair of Loaded before, the game concept is astonishingly simple - a band of mercenaries have been imprisoned in space and are determined to blast their way out and seek revenge on F.U.B., the evil guy responsible for their imprisonment. You choose one of the six characters to get blast year way out of the nearest prison planet that's ever existed.

Loaded has been highly acclaimed for its brilliant 3D gameplay, and mixed with its high quality light sourced graphics, it's easily one of the most frenetic, engaging Playstation games to date. And considering that there's a serious lack of games such as this on the Saturn, it's likely to do very well indeed.

Loaded has also received a lot of attention for its great soundtrack too. This was lifted from cyber crazies Pop Will Eat Itself's latest album, Two Fingers My Friends, and has been described by some as "the best music on any game, EVER!" It also features top class graphics from AAAAD veteran Greg Staples.

At the moment, Grenade have easily managed to complete the first level of the Saturn version, but work on the conversion should be pretty straightforward from now on. In fact, we should be able to bring you an in-depth preview of the game as early as next month.



All artwork © GRENADIER INTERACTIVE. SET BY CISC STUDIOS



VIRTUA FIGHTER KIDS SET FOR AN ARCADE RELEASE!

Kids today eh? They're not like they were in my day. They're all aggressive psychopaths, up to their eyeballs in cock. That's what The Sun says, and it's not about to argue. Indeed, Sega themselves are ready to reinforce our perception of this HONEST FACT with a new arcade game planned for release this summer - Virtua Fighter Kids. Developed by AM2, obviously with Japanese Isomura tastes in mind, VF Kids is based, like Sonic Fighters, on the Virtua Fighter 2 game engine. Basically it jabs Jager

Defensed (with big cute heads and widdle side bodies) versions of the characters into a bowling arena. Little is known about a specific release date, mere for Japan, and it's also unclear as to whether it'll ever appear in UK arcades. But it looks awfully cool. As soon as we've got some more information we'll let it be known to you.



WIN!

EXCLUSIVE SEGA RALLY, VIRTUA COP AND VIRTUA FIGHTER 2 POSTERS!

Getting fed up with that old Jerry White free poster hanging on your bedroom wall? Tired of that Hulk wallpaper that matches your bed covers? Worry no more, because there's a simple way to cover up this embarrassing evidence of your tasteless past. Why not get three huge arcade posters of Sega Rally, Virtua Fighter and Virtua Cop up there instead? We've got five sets to give away. Answer this easy little question and they could be yours. What's the name of the secret car in Sega Rally? Is it...

- a) The Old Spice?
- b) The Stratos?
- c) The Denim?

Send your entries to: ARCADE POSTER COMP, SEGA SAFARI MAGAZINE, 30-32 PRINCE COURT, BARRINGTON LANE, LONDON, EC4A 3AL.



WIN!

A MISSION STICK-UNAVAILABLE IN THE UK! PLUS COPIES OF WING ARMS!

Wing Arms (reviewed last month) is the perfect game as which to try out the latest accessory to arrive in the Saturn Mag office. Released by Sega, it's called the "mission stick" and it boasts "the ultimate control for flying and shooting games". Well, we checked it out and it really is very good actually — sensitive, solid, stable and responsive. But, being the ever-generous souls that we are, we're going to give you the chance to win it, with a copy of Wing Arms to try it out on. This is just as well actually, because you can't actually get hold of the mission stick in this country. There are also four copies of Wing Arms up for grabs as well. If you're interested, just answer this simple question: What does the "W" in WE Day stand for? Send your answers to WING ARMS CONTEST, SEGA SATURN MAGAZINE, PO 30 FERRINGTON LANE, LONDON EC1R 3JL. BY March 20th.



TURN ON. TUNE IN. PLAY GAMES.

For some time now Sega have been attempting to create a cable channel that subscribers can tune in to and play games on. In much the same fashion as the pay-as-you-watch system for videos in the States, those with the channel have a vast range of games that they can pick from at the touch of a button. Sega have been working on the project with Techno Baffles General Instrument and it was originally intended to be available last summer.

To access the channel, subscribers simply plug an adapter into their console, pay their monthly dues and away they go. Just when you indeed if we can expect to see this system in general use in the UK is something that the marketing sharks are still arguing about. But needless to say, we'll keep you tuned in.

Saturn to get internet connection facilities in '96!

As promised by Sega of Japan when the Saturn was first launched, the Saturn will receive an internet/modem connection of the course of this year. The unit was actually unveiled at a recent Tokyo toy show, although Sega haven't actually made a big deal out of it at all. But, sure enough, the news for this "boom" are almost limitless, allowing Saturn owners access to the internet, and indeed to PC facilities and AV equipment too.

Of course, the Japan will limit the range of options an offer, but one Sega have released their keyboard, it should be possible to access and receive the full internet service. Until then, Sega

will provide a number of CDs with hundreds of site addresses on for on-line access... and included in the initial box for the cost of the modem are three other new services, incorporating Sega's own on-line service.

Naturally, this is going to be a very popular add-on for the machine, and at such a cheap price, it's hardly surprising. As usual, the Japanese will be the first to receive the modem, and at the moment, there's here no word on a UK release. But as soon as we know anything...



SKELETON WARRIORS APPEAR ON SATURN

If you were one of lucky people who had the pleasure to play our excellent demo disc a couple of months ago then you'll probably remember a trailer for Skeleton Warriors, a spooky game hailing from the States. Well, the first version of the game are beginning to appear and while it couldn't be classed as 'ground-breaking' the final version could be a pretty compelling hack, or so.

Released by Playmates in the US, the game hasn't actually been signed up for release in the UK yet, but expect to hear an announcement in the next month or so — it's pretty certain that it would do fairly well over here.

As you can see from the pictures, the game is your traditional horridly scolding slasher... and although it may seem quite basic at the moment, there are some nice touches to be found in the graphics. More on this one when we hear news of UK distributors.



SEGA RALLY IS FASTEST SELLING CD GAME IN HISTORY!

Callup's latest poll has revealed that Sega Rally is the fastest ~~ever~~ selling video game in history! The previous record holder was Destruction Derby on the PlayStation.

Sega Rally sold an amazing 10,000 odd copies in its first week, and it's still selling by the bucket load (in fact it was still number one in the charts as SEGA SATURN MAGAZINE went to press). Sega's Andy Allen, in response to the news says "Saturn games will be the success story of 1995!" Sega Rally follows in the footsteps of Virtua Fighter 2 and Virtua Cop, completing the success story of Sega's 'big three'.

More importantly though, it shows that Saturn games are becoming every bit as popular as their PlayStation counterparts. If not more so. In fact, retailers are predicting new machine sales of the Saturn to overtake those of the PlayStation within the next couple of weeks!



KNUCKLES APPEARS IN SONIC ARCADE GAME!

After revelations last month of Sonic's belated arrival on the Saturn, we can now bring you some more pictures of this curious bear! (H up! title. Conclusive proof that Knuckles is alive and well comes in the shape of these shots showing him staring down Sonic in readiness for a fight. Going by the looks of these shots, it seems evident that AMI are making real progress with the game. There'll be more as and when we get it.



SUPER BIG BROTHER IS WATCHING YOU

Deny now and then a little time upon import that really does make you wonder about Japanese culture. Super Big Brother is well, a shoot 'em up I suppose, though rather than intergalactic space ships (along the shading it's people in little more than their pants). The kind of environments they move through are like parodies on the Mighty Python style. Even stranger though are some of the things that you shoot at — buddha's, yagis flies and huge heads with lethal beams emanating from them. Think of something a bit odd and it's probably in there. Unfortunately there's no sign of an official release over here, although we might still see it in one guise or other. Who knows!





DIE-HARD WITH A SATURN! DIE HARD TRILOGY

News has emerged of a promising future release from Probe Software and Fox Interactive, who have been hard at work on a new game for the Saturn based on the exploits of John McClane. Despite the lack of Bruce Willis endorsing the product, the game still looks to be a major UK software title of 1998 and has one special feature to set it apart from other games - it is actually three games in one!

Sega Saturn Magazine was treated to a special preview session at Probe's headquarters in

Croydon and we extensively played on an early version of the game. The three chapters follow the plots of the films (as one might expect), and all feature different slants on the action theme. The first adventure, known simply as Die Hard, takes place inside a Los Angeles skyscraper (modelled on both Century Fox's headquarters) on a desperate rescue mission. The player must battle through fourteen floors of mayhem before a final stand-off in the Penthouse suite, and on the way McClane may shoot at a variety of fun cars, drive machines and computer equipment in a search for hidden objects and grenades. The gameplay is reminiscent of Fate to Black or Lone Soldier (a 3D command game on the PlayStation) and looks to be the most promising of all the levels we observed.

The second chapter, Die Harder, places John McClane inside a Washington airport overrun by terrorists in an attempt to halt their activity and save hostages (can you see a pattern emerging?). After a lengthy flyer confrontation the action switches to the runway, the surrounding Virginia countryside before a final helicopter showdown. All this sounds rather exciting, but once we sat down to play this

level, we found it to be the weakest of the levels by far. The action takes place in a Virtual Cop style environment (indeed, this level is comparable with the VC gun), with enemies running at you (or hiding) whilst you stay on a pre-calculated path.

However, Die Harder differed from the Sega shooter in that the graphics became very messy when many enemies appeared, and the polygon terrorists looked rather unrealistic, moving like mannequins and lacking expert motion capture. It also didn't help that the lead programmer slugged off Virtual Cop before showing us his (albeit inco-

plete) offering!

Finally, in Die Hard with a Vengeance, the action moves to New York and becomes a kind of driving game with the aim objective to halt exploding bombs across the city. With a choice of 15 cars, the game runs in 3D (looking very much like another PlayStation title, Twisted Metal) with all manner of stunts and 'doughnuts' possible as well as innocent civilian carnage which was thoroughly enjoyable.

Scheduled for a summer release, Probe still have a lot of tweaking to do before the game is released and despite looking rather rough around the edges (especially the second level), this was extremely enjoyable to play and could be a definite best-seller.

Fox Interactive are responsible for bringing Die-Hard to the Saturn. Never heard of them before? Well, that's because they're new to the machine.



MAKE YOUR VOTE COUNT!

Yes, it's that time again, readers. In May of this year we'll be announcing the winners for the EMAP Golden Joystick Awards, where top game companies are recognised for their best efforts in 1999. As ever, the majority of decisions for category winners are made according to reader votes. To vote, all you have to do is fill in this form (or a copy of this form) and send it in to us. There's ten descriptions to SEGA SATURN MAGAZINE up for grabs for taking part, so don't delay! Entries must be received by March 30th and should be sent to: GOLDEN JOYSTICK AWARDS, EMAP IMAGES, PRIORY COURT, 30-32 BARRINGDON LANE, LONDON E6B 3AU.

BEST ADVERTISEMENT

32-BIT GAME OF THE YEAR

LICENSED 32-BIT GAME OF THE YEAR

(up to 8 issues)

BEST CONSOLE DEVELOPER

BEST GAME MUSIC

BEST TECHNICAL INNOVATION

SOFTWARE HOUSE OF THE YEAR

WHOOOPS...

In SEGA SATURN MAGAZINE'S February issue, we printed a review of *Casper the Friendly Ghost*. Unfortunately, this review was taken from an unfinished version of the game. We would like to apologise to Interplay for any problems this may have caused. As soon as the finished version arrives in our offices, we'll let you know if any review score changes.

FIFA TIPS

Well, you've probably realised now but we're going to apologise for this one too. The FIFA tips printed in issue 44 didn't work. We blame tips don't Ed Lomas for this extreme bulgery and would like to alert our readers that young Ed has received a severe kicking in one of EMAP'S editorial corridors for his troubles. Ed had hoped to bring you the correct tips this issue, but he's finding it pretty hard to punch cheats in on a joystick without any fingers. Next issue though, they should arrive...

ocean

PC PC CD-ROM MAC AMIGA MEGA DRIVE SNES
PLAYSTATION SATURN CD32 JAGUAR GAMEBOY

TEAM 17

WORMS

they've turned

Ever felt like heroically,
blowing away your bank
manager, tax collector,
teacher, brother, sister,
best friend, worst enemy or
Jeremy Beadle?

For you can, with Worms,
the game of the year from
Team 17 and Ocean.

It's totally, pointless
violence and totally
addictive gameplay.
Perfect.



What's it all about?

Well, rather like
the morning after
a really hot party,
the feeling is impossible
to explain. You simply
have to experience it.

No matter what else you do
today, get hold of a copy
of Worms and blast away.
Who knows, maybe you'll
have the world's
hardest worm.

© TEAM 17 1998

WORMS PLAYABLE PC DEMO - <http://www.team17.com/>

IN DEVELOPMENT

There's plenty of software being developed on our own shores at the moment, and at SEGA SATURN MAGAZINE, we may have been guilty of overlooking some of these titles in favour of games from our Japanese cousins. So this month, there's a much stronger focus on European games and more importantly, when you can expect to see them in the shops. And if you have any comments on any of the titles, let us know!

IN THE HUNT

Released over in Japan a couple of months back, *In the Hunt* has done fairly well on the import review scene, which basically means it was only a matter of time before someone snapped it up for release in this country. And, this month comes the news that THQ have signed it up for their first UK Saturn release.

Which naturally comes as a pleasant surprise to us as it seemed that little interest had been generated in this title. Actually it's one of the very few import games that actually managed to score well in reviews over here and achieved a whacking 88% in our sister magazine Mean Machines, proving that it is indeed worthy of a UK release.

Developers THQ had been scouting around the import market for a number of months, waiting for a top product to line up and when they saw the scrolling shoot 'em up, they knew this was the first product that they should sign and release.

Amazingly enough, this is another one of those retro-type games with a 2D arcade rombles core and huge screen-filling bosses. While it's not exactly what we'd immediately think of as state-of-the-art, it is a pretty involving and huge game.

Set in a war like submarine and leaves you to battle with the monsters of the deep. As you'd expect, there's plenty of fishes around, but more dangerously you'll be expected to destroy river crogers, giant octopi and ridiculous large rockets. As is the standard for most games of the type, *In the Hunt* has an amazing amount of action on screen at once and at times becomes so chaotic that you'll forget just exactly what it is you're supposed to be shooting.

THQ are undecided whether there will be any changes made for the UK release of the game, but seeing as everything is already pretty impressive, it's unlikely. However, they are more likely to sort out the slowdown problem that plagues the game when there's too much on screen at once. A UK release is yet to be announced but you can expect to see this in the early months of summer, maybe even as early as the end of April. And we'll certainly be keeping you posted on it until then.

BY THQ RELEASED TSA



Looks pretty good, doesn't it? And the gameplay's not too shabby! Buzzsaw for in the Hunt!

OLYMPIC GAMES

BY EA GOLD BY ERM JUNE

US Gold have had a long-standing tradition of publishing Olympic-type games on console, and this year's Atlanta games comes as no exception. However, while Olympic Games has been pretty puny in the past, due to the capabilities of the machines it was published on (the gameplay was great though), you can expect to see something very different indeed for the Saturn version. Out are the matchstick swimmers of yesteryear, and in are full-screen sprites ariving amidst a riot of colour. As in previous games of this type, the games include swimming, javelin, discs and shooting. Naturally, this will be released to coincide with the arrival of the Atlanta games in summer of this year and will come complete with an official Olympic game license.

Also deep in development at the moment is a US Gold Saturn football title. Taking much of its inspiration from their Megadrive (and 32X) football game, Fever Pitch this 32-bit version will retain the gameplay but rid itself of much of the novelty features that were found in the original game. Although there's no actual screenshots available at the moment, expect to see a much more grown-up affair than the beach level Pitch.



Get ready for some serious swimming action.



SPYGRAFT

BY ACTIVISION BY CHRIS TBA



I don't know what's happening here, sorry.



Ever fancied yourself as an undercover CIA agent with a licence to kill and a pretty sharp wit to match? Nah, you lot are far too wet to go for a career in the surveillance forces. But, you can scratch a taste of what it's really like by playing this game from Activision when it's released later on this year.

Taking its inspiration from real live episodes in the CIA, Spycraft hurls you into the shoes of a CIA agent on a mission to uncover a number of a Russia head of state, and break a ring of corruption in the Russian government.

If all this sounds just a little far-fetched for a software house to recreate, then take into consideration the fact that Activision have employed a former head of the CIA to contribute to the game, and a real author of spy novels to write the script, which obviously should mean complete authenticity with the game.

In Spycraft, everything from crime scenes to secret buildings to police records can be accessed, and all information found can be used to solve the ultimate puzzle. FMV action scenes are interspersed with puzzle sections making this both an incredibly expensive game to produce and a deeply involving strategy title.

At the moment, Spycraft is being rushed for an early April PC release, and once that's out of the way the programmers will begin work on the Saturn conversion.

What's particularly interesting about this game is that the programmers have put together a whole internet site dedicated to Spycraft, where users can access information and track down daily updates regarding the game. Of course, if the Saturn's modem equipment is released by then, it's highly likely that this facility will become available too. More news on this one as it comes.



Put David Webster together to see how a suspect's identity on the CIA database.

HAT TRICK HERO

Oh dear, if there's one thing that you should definitely avoid in these days of 3D-bidders, it's creating a dull football game. Sega paid the price pretty heavily when they unleashed Victory Goal on an unsuspecting public, and at the moment, the Saturn is still awaiting a top football title (FIFA wasn't all it was expected to be), and we can safely say, that this most definitely isn't it.

Programmed by Taito the very same people responsible for Darius, Hat Trick Hero is something of a step backwards for the football genre. Arriving in a box with artwork reminiscent of the 1934 World Cup, Hat Trick Hero boasts a host of Kevin Keegan wannabes with action more varied to a Master System than anything else.

Believe us, nothing in this game from the gut wrenchingly awful gameplay to the pathetic graphics are worthy of an appearance on the Saturn 32X or Megadrive. However, it is pretty good for a laugh, even though it's a pretty expensive one at that. Honestly, it's difficult to believe that anyone actually had the cheek to seriously consider releasing this on the Saturn, and even though the Japanese may not class football as their favourite national pastime, surely no-one not even a die-hard fan is going to consider buying it.

Expect this to never see the light of day in blighty in fact, don't ever expect to see this in the pages of SEGA SATURN MAGAZINE ever again.



No, it's not a new rule, it's actually supposed to say "follow card".



PUZZLE GAME



Choose your player from the six on offer, although they're all pretty much the same.



With the arrival of AM's Baku Baku Animal on the Saturn, it seems as though puzzle games are alive again regarding popularity. While the Saturn's puzzlers got off to a somewhat shaky start with Hebeshe's Popoits, there's been a fair few Payo Payo rip-offs that have done fairly well on the import circuit. And now Data East have unleashed their contribution to the puzzle world, although we'll be damned if we can pronounce the game's title.

So, game X features all the great action-puzzle depth to be in any quality Tetris clone, although there are a few significant differences between this and puzzlers of the past: most significantly the ability to hoover up coloured blocks and place them wherever you want on screen. While this doesn't exactly add whole new dimensions to the genre, it is quite an innovative twist and will certainly please die-hard puzzle fans.

However, we still don't think it has as much appeal as Baku Baku Animal, which is easily the most entertaining game of its type available. But seeing as this is fairly unlikely to see the light of day over here, it doesn't really matter much unless you're an absolute puzzle freak of course, and then you'll probably already have bought it by now.



For probably won't believe this, but this is actually quite different.



WRINKLE RIVER STORY

BY UNKNOWN

RELEASED TBA

The Japanese love their RPGs, don't they? There's at least two or three new ones most months, and although we can never understand them, it seems as though most of them are of a fairly high standard. And they certainly keep our Eastern friends engrossed. But then they do like those strip mah jong games too, so it's a bit difficult to tell really.

Anyway, Wrinkle River Story is the latest RPG to appear over there, and although it's still not anywhere near finished, it's receiving a fair amount of attention from the Japanese press. It's quite difficult to tell what's going on, but it seems as if this is a cross between a shoot 'em up and a traditional RPG, with an abundance of absolutely huge enemies and plenty of spectacular explosions too.

As we said, there's not much information on this one at the moment - the screenshots were sent directly from Japan, although we'll be keeping you updated on its progress and an impending (or not as the case may be) UK release as soon as we hear any news.



I don't know what's happening here, but it seems that there's a bit of a battle going on between the old things and some 'Yak'.



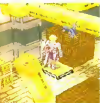
Lots of spells and explosions and stuff like that. Which is good if you like RPGs. And killing things.

DARK SAVIOR

BY CLIMAX

RELEASED TBA

We got our first look at Dark Savior at the 'Soft' show in Tokyo. Climax's game has been produced by Ken Wada, the man famous for Shining Force and Landstalker, and it uses the latest technology to create an amazing 3D polygon environment where our hero moves about looking for trouble, leaving the player free to pan in and out, and rotate the image at leisure. Obviously this is a bit of a novelty at the moment, and for all we know it might be the best thing about the game. Having said that, any eye can see that the graphics are pretty damn smart and we're getting mighty excited about this. Hopefully we'll be able to bring you a full preview next month, plus news of a UK release.



COIN OPERATED

This month, we continue our in-depth AM coverage, and take a look at Research Department #1's latest coin-op title, Virtua On. Although it's not due for release in this country for a couple of months, the game is nearing completion and should be out in Japanese arcades any day now. Look out for a machine that's on test at an arcade near you soon!

The AMI show is held annually at Earl's Court exhibition centre in London and gives visitors the chance to see the latest coin-ops used in Japan, which will be allowed into UK arcades over the coming year. Naturally, there were plenty of big names at the show, but among the prime exhibitors were Sega Amusement. Traditionally known as innovators in the arcade field, they certainly didn't let anyone down this year, and had plenty of top-quality products on display – among the games on offer were **FIGHTING VIPERS**, **MANX TT** and **VIRTUA ON**. **SEGA SATURN MAGAZINE** was there too, and brings you this special report.

Whenever Sega release a new arcade game, there's always a certain amount of excitement that surrounds it. Not only do they promise a brilliant new title, but you can be almost guaranteed that they'll be pushing back technology boundaries too. Sega had many products on show this year (including Sega Indy 500, Virtua Cop 2 and Rail Chase 2) but the showcase products were the ones created by AM research departments. All three divisions of the team had products on show, and all three of the games were technically brilliant. In fact, by the time you read this, most of the games will be out in larger arcades, so for the best test, get yourself down there!

VIRTUA FIGHTER 2 – PART 2?

After a phenomenal success on both home and arcade formats with Virtua Fighter, Sega decided that something had to be done to curb that gap in between Virtua Fighter 2 and the arrival of Virtua Fighter 3. Obviously they couldn't create a whole new game – all of their energies were being put into Virtua Fighter 3 (of which we've still seen nothing) which is sure to be stunning. So they got the code for Virtua Fighter 2 and began to play around with it a little. Fighting Vipers is the result. Based on Virtua Fighter 2, this is a fighting game with a more "Western" feel.

All of the characters use the same basic moves as the Virtua characters, but the game has a very different feel. In fact, geographically it could be likened to Tekken or Tekken 2 – gone are the punnet characters of Stan Dr. Sarah Bryant and Alex Yuki and in are more chaotic, brightly coloured characters with a more Streetfightery feel about them. There's no special spectacular moves as such – the characters have retained a pure fighting feel, but a few of them have weapons, although not of the football type.

EIGHT NEW CHARACTERS!

There's eight characters in Fighting Vipers (along with the rumour that there's a cheat to play as a Fighting Sonic), plus a boss character too. And although the

characters all take their movement from Virtua Fighter 2, the game is played very differently. For instance, defending is a lot more important than it was in VF2, and AMI have programmed the game especially to be like this. This makes it easier to fight back if someone has unleashed an especially potent combo on to you, and even if you're cornered, there's still ways to get out of the situation. Also, the camera angles switch around much more in Fighting Vipers than they do in VF2, and the fighting ring is different too. Instead of slipping out of the ring and losing the round in VF, Fighting Vipers is played out in a cage, so the sides of the ring can be used to your advantage. However, a particularly hard punch can break through the sides of the ring and fling your opponent right out of the fighting arena and into the distance!

THE SER



Track, lean and make up, guys. Come on now, make Vipers again.



Those little hilts on the screen are caused by the bright lights of the arcade show.

Picky realises himself for an awesome attack.

While Jane gets Samson in a headlock.

...Johns headbutting him in the face.



PENT'S KICK!

FIGHTING VIPERS - THE CONTENDERS!



PICKY: Probably the most appealing character in *Fighting Vipers*, purely because he looks the best! Picky is a skateboarder and uses his board to fight. One of his best moves is slamming his board down on top of his opponent's head!

JANE: Jane is probably best described as a Ripley with long hair. A regular hard case, she has the strength of ten men and regularly tries her luck in the fighting tournament.



RAXEL: Sorry, we got the translation of his name wrong in an earlier issue of *SEGA SATURN MAGAZINE*, although Raxel still remains a right wing rock-god. He uses his guitar to pull off some pretty mean moves too, although his main focus is to become a huge star.

SANMAN: Sanman is overnight to say the least, but he can use his huge body to overpower opponents. Which of course he does. Regularly.



CANDY: Originally named Honey, her name was changed to Candy at the last minute. The reason for this is unknown, but if you look closely on her fighting background you'll find a tribute to the original character. Candy is the most fashionable member of the posse, fights in a red dress and uses her posterior and long stilettoed legs to defend herself against stronger opponents.



TOBIO: Probably the most flamboyant character in the crew, Tobio is a failed actor and while he isn't particularly strong, he's really fast and is a worthy opponent.

GRACE: Another female character, Grace is a bit of a babe and although she's dressed in fins from head to toe, she's deadly in the ring. Strong and fast too.



IAN: Reminiscent of Bison in the *Streetfighter* series, Ian is a huge fighter. His punching attacks can easily blast a fighter through the boundaries of the ring, and in fact, it's one of his specialities!

Incidentally there is a boss character too, but we're not going to reveal him just yet! You'll have to get down to the arcade yourself to see it!



COMBATED



TWO WAYS TO PLAY!

Although the majority of arcade cabinets are standalone with a two player option, there are a number of head to head cabinets out. In some arcades, if you want to play against a real opponent, this is definitely the best way to do it. It's also good because if you stay on as the winner, you won't always know who your next opponent will be!



WORK HAS BEGUN ON A HOME CONVERSION!

As revealed in SEGA SATURN MAGAZINE #1, work has already started on the Saturn conversion of fighting Vipers. Logically, this shouldn't take too long to appear as it basically uses the same game engine as used in the V series. However, the time lag between arcade releases and home conversions will always be significant, as if both versions were released at the same time, there would be less hype surrounding the title. And besides, they have their work cut out at the moment, creating new characters for Virtua Fighter 3. Expect to see the first pictures of a home conversion within the next three months.

"In memory of Henry", this was Garry's original name!



IN YOUR HOME BY CHRISTMAS!

Despite the non-availability of Saturn screenshots at the moment, you can expect to see an almost perfect conversion of the game by the time it's released (probably around Christmas of this year). AM2 did an amazing job on Virtua Fighter 2 - in fact this is probably the closest home conversion of an arcade game ever seen. However, AM2 are even more proficient now, and with the help of the new graphics library, which the team are now fully used to, they can produce even more technically perfect titles. As is usual in a home conversion, Yu Suzuki is overseeing the project, and has also mentioned that he would like to continue the fighting Vipers series, in much the same way as the collective Virtua Fighters have progressed.

It's difficult to say how popular Fighting Vipers will be in this country as despite being technically brilliant as well as great to play, it's a somewhat more low key release than VF2. However, the game was created with the western audience in mind, and it will certainly appeal to Tekken and Streetfighter fans. Virtua fans will no doubt love it too, although on first look, it seems very different from the clean, realistic graphics of VF. But, once played, you'll instantaneously be able to tell it's an AM2 game, and as a stop gap for the VF series, it's certainly a worthy addition. As we said before, the best way to find out what you think is to get down the arcades and see for yourself! Look out for a full player's guide in a couple of months!



Milla and Rival prepare to look to the death. Either that or one of them is about to be expelled from the ring.



Picky is probably the most popular character in the entire game. He certainly looks the most appealing.



COIN-OPERATED



A LSO ON SHOW AT THE AT&T MALL ARE AMI'S LATEST ARCADE RACER, **MANX TT RACERS**. NOT ONLY DOES THIS IMPROVE UPON THE ALREADY BRILLIANT **SEGA RACER**, BUT IT ALSO GETS YOU OUT OF THE SAFETY OF A COUPED-UP STREET CAR AND ON TO A HEAVY HANDED, TOP-SPEED MOTORBIKE. ARE YOU READY FOR THE NEXT SPEED REVV? **SAM HICKMAN** IS.

If anyone was ever in doubt that Sega are responsible for the best arcade machines in the world, they would have only had to walk around the AT&T show to put all their worries to rest. Out of all the arcade machines on offer from top companies such as Namco and Midway Sega were far and away the most popular choice for the majority of visitors. The Sega stand had a constant queue for most games (even the crap ones like Cool! Riders) and at times the crowd gathered around the six player Manx TT machine was reaching a ridiculous size.

There's a few reasons for this. Of course, all the machines were on free play all day so it was inevitable that there would be queues. But that's by the by. The main reason everyone was so excited was this was a new game from AMI - fast becoming one of the most well-known game programming teams in the world. When they make a new game, it's really something to get excited about. However, there's another reason too. Almost every Sega coin-op game will eventually be converted to the Saturn, so it's also a good glimpse of how far your little black box will be pushed 6-9 months after the coin-op is released.



It's unclear whether AMI actually visited the TT races in the Isle of Man for essential "research"...



...but they certainly had a lot of help from motorcycle and computer sales when they were working up the mechanics of the bike.



...Ready purred for the roar of your bike...



...getting off to good start helps of course...



...at times you'll end up in seventh place.



AMT! Be's going to overtake! Be something - quickly! Call the traffic police immediately or there could be a serious accident.



The bike, boost, intensity, these bits are just from the latter part of the game, so the gap shown is a kind of "ghost rider". Speedy.



As you can see, AMI have really managed to get a feeling of speed into the graphics.



Is that a check, or just an ordinary error? If you live in the Isle of Man, please tell us.





YOU KNOW



There's no fancy anime-like extras to discover in Manx TT. Well it is the life of Man. And you know what they're like. Key spare wildlife is dropped up and used as a sacrifice to the devil.



SEE FOR YOURSELF!

Although AMI will be converting Manx TT to the Saturn sometime over the next year, they certainly won't be showing any screenshots for a few months yet. So the best thing you can do if you want to see what's coming up on the Saturn soon is get down to the arcade, am yourself with plenty of pound coins and see it for yourself!

BETTER THAN THE REAL THING!

As you've probably gathered by now, Manx TT is an almost exact replica of the life of Manx TT Races held annually between June and September. The TT race is one of the most celebrated events in the whole festival and has attracted hundreds of thousands of visitors since the race was first held in 1901. There's only one course for competitors to follow in the real thing, but it wouldn't have been much cop if AMI had decided to use just the one course in the arcade game. So, as well as reproducing the original Mountain course (which incidentally is difficult made in the arcade game) AMI have created their own course too. This is slightly easier than the TT race and is a good entry point if you've never played the game before.



Doesn't leave you much room to get through the middle, does it?



To make it, round the corners later, you'll have to break up on your "boosting" skills.

R&D DEPT. AM3 & AM4

MANX TT

Super Bike



Enter SEGA's Revolutionary New World of 1996. We build it for you in a new environment, a new reality, a different world.

A pushing new sound system that'll rock you from head to toe with scorching frequency. Includes the TT Manx TT Super Bike, Back Seat Reaction, Super-Bike racing satisfaction guaranteed.

The wind will blow you away!

Welcome to the NEXT SPEED LEVEL.



THE LAXLEY COURSE

The course is AMT's own creation (although it looks pretty much the same as the original TT track). That's because this imaginary course is also set in the Isle of Man and uses the very same roads - it's just not as heavily busy that's all. It takes you through the main parts of the town on the Isle of Man and out into a bit of the countryside too and the results are incredibly smooth. Unfortunately you can't choose the bike you wish to ride but it doesn't matter too much anyway as the bike you're provided with has exactly the same powers and skills as all the others. The race takes place over three laps.



THE TT COURSE

This is the course that's based on the original TT race. It takes you through the town, up into the forest and out over the hills. As the course is a real road that's used by everyday people, there's no change in terrain so you'll have the chance to record some blisteringly fast times - provided you're used to the control system. This course is more complicated than the first course and to place anywhere in the race you'll need to be quite an expert driver. There's a couple of really tricky jumps to manoeuvre as well, and if you're not careful your machine will spin out of control.



THE CROWD

The crowd is really well animated in Manx TT and the faces are all pretty clear but in fact parts of the crowd are made up of the people from both Sega Europe and Sega Japan. But seeing as no one knows who they are it makes little difference to the game!



THE MACHINE WANTS TO PLAY!

At the moment, it's uncertain when the Saturn version of Manx TT will appear as AMT really will have their work cut out to download the code. Also, it's likely that extra features will be programmed into the game for the home conversion which will present them with yet another challenge. However, AMT wouldn't be able to convert the title at all if they didn't think that they could do a good job. Saturn owners can look forward to a real treat sometime in the near future as the first Saturn shots to appear within the next four months.



The Manx bike shown from a driver's point-of-view.



You don't have to wear real leather boots to play the arcade version of Manx.



Feel like machine parts between your quivering thighs. That's about standard, isn't it?

This is the only bike on offer in the race, so make the most of it.



Manx can either be played in a single cabinet or on a link-up with up to eight players. The bikes themselves actually feel very solid, and come equipped with everything you can expect to find on a real bike - brakes, clutch, gear change, start button (well there has to be some compression!), and the bike actually shifts around according to the direction you're driving in, making for some really nasty slip.



An eight player battle is by far and away the best way to play Manx, and not one such as the one shown here should be appearing in arcades any day now. In fact, we've just heard that Manx TT cabinets have completely sold out in the UK!

YOU KNOW NOTHING TO PLAY



...but they're off! Getting a good start is essential to placing highly.



The final parts of the track break up the rest of the graphics study. They do.



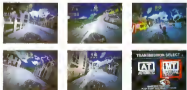
This scene's layout is true to the original Manx TT race held in the Isle of Man every summer.



The majority of the race takes place in the town, with crowds of people on hand to cheer you through all these hair...



Very discreet advertising is obviously part of any racing game, and so you can see, Manx TT is no exception! Oh well, I suppose it makes it all the more authentic.





COIN-OPERATED

V

irtual On was recently unveiled at the ATE arcade show held in Earl's Court and attracted a fairly major crowd throughout all three days of the show. Luckily SEGA SATURN MAGAZINE was on hand to play the game to death and fortunately, we can report that the near-finished title is loads better than AMI's test coin-up effort, Cool Riders (which incidentally, was cack). In fact, most people at the show actually thought it was pretty amazing, even though it lacks the immediately obvious visual quality seen in Mean TT and Fighting Vipers.

HOT FIGHTING SCENES REPRESENTED BY POLYGON MODELLING 3D CG!

Still that's not to say that AMI haven't put together an arcade title that's of foremost quality. It's been a long time since Sega have brought a blast 'em up out in the arcades (Airba Cop is a bit different) and they really have gone to town, with major explosions happening every other second. Plus, unlike blasters of the past, this is a full 3D polygon adventure where you are pitted as a robot who must run around blasting absolutely everything in sight—kind of similar to the 3D game Metalhead—only loads better.

AS THE PLAYER GRIPS BOTH LEVERS HE VIRTUALLY BECOMES A VIRTUAROID!

There's a choice of eight robots in all and each come equipped with three major destruction weapons—different for each character. However, what's unique to this game is the control system. The robots and the weapons are controlled using two joysticks. One of which controls the left side movements of the robot, while the other handles the right side of the robot. To jump, both levers are pulled apart. There's also two buttons for each of the levers and these control the weapons and the turning movements of the robot. Obviously this may take a little time to get used to, but has been implemented purely to make the game more in depth and fun to play.

TARGETED AT MANIAC PLAYERS!

Although Virtual On (or Cyberroopers as it's likely to be called in the country) can be played in one-player mode, the best entertainment will be gleaned from a head to head battle, played out in a two-player linked up cabinet. At the moment, these have yet to appear in the UK, but look out for them as they're due to arrive any day now.



The above pictures display the wealth of blasting opportunities on offer in Virtual On, and this particular character's sword is extremely powerful, delivering crushing blows in all scenarios.



Again, another level incorporating a huge array of explosions, showing off the talent of the AMI team, who are enjoying themselves for a launch in the States in Arizona.



VIRTUAL ON



Well, I guess that's a bit then, isn't yeh? Tough destruction for yeh!



Yes, yeh's gonna tear your opponent into ribbons, the traditional 'No Win again is Blasted'.



A HUNCH OF CREATING A GREAT SENSATION!

Although Virtual On is still going through rigorous testing procedures in Japan and as yet the game still isn't quite finished, AMI have already announced that they'll be converting this title to the Saturn over the next few months. There's few details on the conversion at the moment, and AMI are unsure of how to convert the game's unique control system, but the final result should look and play exactly the same as the arcade game. Early development shots should be available within the next three months (you can be sure that we'll be bringing you more coverage on the one)—expect to see a final version of around Christmas time.

WAR DECLARED!



The object is to run around the area, slaying everything on screen.



FAVORITE MACHINES

- TERMINATOR
- MIRACLES
- HELLBOY
- WATSON
- DOCK
- PEL-NEW
- APRA-NEW
- SAL-NEW



PRESS START BUTTON

Hey, it's the Virtual on the screen, but below there's an awesome explosion.





BY **VIGGIN**
 STYLE **SPORTS SIM**
 RELEASE **TBA**

So what does the Devil do when he needs to relax, eh? After centuries staring the five years spent pulling out sinners south with a rusty pair of pliers, and hours dedicated to making scrotals sounds down black-hearts, surely he's "Glad to be do something to unwind? Well, the truth is, he does what we all do when we need a spot of mother nature's fresh air— he plays golf.

Not ordinary golf of course. Don't expect to see the gentle slopes of a Glenageary or Westworth.

...COURSES THAT RUN UP STEEP HILLS, A PUTTING GREEN PLACED ON THE PLATEAU OF A CRAGGY HILL, SAND AND WATER TRAPS POSITIONED TO PERFECTLY SWALLOW UP THE SLIGHTEST MISTAKE

mean when you're the Ant! Christ you don't want a game that's going to be the epitome of leisure. You want hellish sand traps, torturous fire parholes and more frustration than the average mortal could bear! So there's only one thing for it: you're going to have to construct a course that perfectly suits your temperament and personality. What this means is courses that run up steep hills, a putting green placed on the plateau of a craggy hill, sand and water traps positioned to perfectly swallow up the slightest mistake and patches of fairway suspended in the air. And viola: the unique Valora Valley golf course.

One thing Viggin's latest release isn't short on



Remember the control system? Pebble Beach Golf.



What we've got here are measurements of the power of your swing. Rather than use yards though, we about balls words.

Yes, though I walk through the valley in the shadow of death, I shall fear no evil. Instead I'll play some golf. Because, you see, what most people don't realise is that down that valley of death there's a fabulous golf course! Valora Valley it's called.

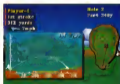
Is originality. With three golfing games already doing the rounds, this twist in the genre seems like a refreshing idea. Is it's fundamentals though.

Valora Valley Golf sticks with the traditional formula. Don't expect to hear Salen's dark and booming voice demanding use of the putter from his inquisitively caddy. Instead there is the familiar precision control method when taking a shot: the standard choice of clubs, options to adjust direction and driving stance, and all of the rules associated with the game.

Valora Valley Golf actually looks quite similar to Pebble Beach Golf. Obviously it doesn't have that fat bloke, Craig Stadler, naming you round the course. The tutoring voice in Valora Valley remains flawless. Actually it sounds a bit like Salen with an American accent. Pebble Beach Golf was not particularly impressive but although this skates a lot of its characteristics, the absurdity of the courses themselves are a considerable departure and enough to merit it being considered in its own right.

As you'd expect of a golf game, there are plenty of different modes of play. The Devil's Open takes you round the standard course which, while certainly being tricky, looks more like paradise than hell. There's also tournament play, stroke play, skins play (which is where money is placed on winning each hole), and match play. Although the precision control method for taking a shot is pretty identical to the usual golf style, it comes with appropriately crazy measurements like: Warp (cyclops psycho) and Fire (for that huge fire).

As for the rest, well, Valora Valley Golf comes with all those important stuff: the facility for multi-player action and options to save games in progress. Expect to see us mentioning Beelzebub for a full review next month.



Valora Valley Golf

Virgin stick horns and a pointy tail on to the golf sim!



Before you attempt a hole a screen American video gives you a warning.



By the way, if your golf ball lands in the ocean, you're best advised to leave it. If you want to keep your legs that is.



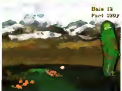
This colour map enables you to check the roll of the grass. Some of them in Valora Valley are very bumpy indeed.



So take a quick look at hole four in the Devil's Eyes. A stranger course you are not likely to see because on this hole the aim is to travel up the hill to its summit where the green is situated. You can either try to get there in one shot which involves using some precise backspin, or go via the slopes of either side. Remember though, if you make any major misjudgements either on the grass or trying to get there, your ball will come tumbling down the cliff leaving you look where you started.



There are a range of angles from which to watch the flight of the ball, in 11 reverse-angle, following or a top-down distance.



How do you feel? The scoreboard is here! It's ready to tell you whether you're under par, over par or, hey, on par!

| | |
|---------|-------------|
| ON | SEGA SATURN |
| STYLE | PLATFORM |
| RELEASE | TRA |

When a new platform character appears on the scene, there are a few things you want to know. **Is it fast? Is it tough? Is it cool? Could it have Sonic in a fight? Or Rayman for that matter?**

Bring in the gecko!

Now, Gordon Gecko I know. He was the Industrial magnate in the film *Wall Street*. You know, the guy played by Michael Douglas who says things like "greed is good." As regards the species known as the gecko, all I could tell you is they're lizards and that none of them speculate on the stock exchange. However, a little further research reveals that geckos are lizards that favour tropical climates, that they have remarkable grip, coupled with a whip-like tongue, ideal for snapping at insects. Can you picture one yet? No? Ok, you know those old *Flake* adverts? Well, you know the one where the woman sat decadently stuffing her chocolate while the phone wouldn't stop ringing, that had a gecko in it. It was that small green thing that slithered over the dial in sleek reptilian fashion.

But all this is besides the point. Whether you are a gecko sceptic who wouldn't recognise one if

WHAT REMAINS A MYSTERY IS HOW SOMEONE CAME UP WITH THE BRIGHT IDEA OF TURNING THE GECKO INTO THE LATEST PLATFORM HERO.

it became your best mate and took Club 18 to holidays to Benidorm with you, or a gecko expert who claims to have a knowledge of the species so deep and profound as to render you the omnivorous gecko god, what remains a mystery is how someone came up with the bright idea of turning the gecko into the latest platform hero. Why not *Terrapin*, *Dragon* or *Cyber Hawk* *Fightz*? Who knows, maybe they just liked the sound of its name. But enough from the embittered games hack. Let's give this gecko a chance!

Gez as he's affectionately known seems to have departed his native environment and taken on some



routy human habits like wearing naff shades and watching endless TV. Leading such a slack lifestyle, it was perhaps poetic justice when the melow gecko found himself sucked into the TV screen by a mad insect inventor. And this insect inventor could no doubt point to the numberless victims of the gecko's brutal death-by-tongue executions to justify his malfeasance. But plea bargaining aside, Gez is now stuck in a TV maze where his only chance of escape is to move through hostile television worlds searching for remote controls and video tapes. A spiritual inferno indeed for the squared-eyed reptile, and one which forces him to utilise his habitual talents like sticking to things, using his tail as a whip and flicking out his tongue.

In true platform tradition there are no end of foes ready to extinguish Gez's tentative existence, be they jumbies, killer tomatoes, cartoon characters, kung fu experts or jungle beasts. Lucky for him then that the platform tradition extends to the vast range of pick ups available, useful for replenishing energy and increasing power. Some of them even give him additional powers like the ability to split fire and lightning bolts.

While Gez doesn't appear to be carrying any particularly original ideas in it, it does look both fast and polished, and there is enough happening to keep the player more than occupied with gecko heroics. Look out for our cold-blooded review next month.



When he gets to the end of a level, Gez disappears through the tube. Don't forget that remote control though.



Gez finds himself in this predicament by watching too much TV. Let that be a lesson to us all!



Gez demonstrates one of the useful things he can do with his stick-like tongue. If he collects a hundred golden flies he can shoot an extra life.



Gex

*He's a lizard, He's lethargic.
He's BMG's new platform hero!*

Attention, drag of the nation. Beware, ignorance and looting restriction. Be told The Responsible Owners of Rightdoing. Gex would no doubt discover, being as he is a dedicated square eye. We'll know he's such in fact that he happily reads all codes from movies or cartoons as he wanders about the platform, occasionally showing in a gap of his own the good messes. Expect to hear quiet from just about anything, he'll Scooby Doo or Rocky. What a wacky Borkin this Gex is eh?



When Gex finds a question mark with his tail or tongue, a ball or tip is revealed, helping the sly chap to solve all of the riddles and opportunities at his disposal. It might even point to lower levels where he can gain some valuable extra points.



The Gexs where Gex shows as which world to visit next. There are four in all.



For Gex there's been speculation but now, at last, proof of Gex's existence!



The old Gexs saying Gex, "If there's a wall, we'll stick to it" and Gex is happy to maintain the great tradition of all-ferret grasping that the right reptile is famous for the Gex gal

BY **SEGA**
 STYLE **RPG**
 RELEASE **USA**

Shining Force was easily the best RPG on the Megadrive. With its intricate storylines and brilliant battle mode it was one of the most in-depth and appealing series of games ever released on the system. And now, in these days of 32-bit glorydays, everyone seems to have gone a bit mad. The 3D game has been pushed aside somewhat, and in its favour, 3D adventures with superior graphics, gruesome plots and none of the old-style RPG mess about them at all. But what's happened to the gameplay? Where has it all gone?

Wp, I remember when this was all posh! None of your 3D rubbish, just tiny little sprites with no detail and bad taste in colour. But, the gameplay was

FROM THIS PRETTY MUNDANE BEGINNING A MONSTROUS QUEST GROWS. THE PRINCESS SATERA IS SPELLBOUND! AND THEN KIDNAPPED! BY A DARK ELF! A LEGENDARY GIANT IS AWOKEN, CAUSING TERROR AND THE POSSIBLE END OF THE WORLD!

damned good, even though the environments looked nothing like the castles or ships that they were supposed to represent! It's all changed now though, and it's not all for the better. Why we haven't seen a decent RPG on the Saturn in months. The ones that are around at the moment are just too fuzzy (Virtual Heroes) or too damned clever for their own good (D).

So it's with plenty of backslapping and cheering that we welcome the Shining Force team back into the fold this month. Naturally there's not much life left in the Megadrive anymore, especially not as far as RPGs go, so the team have decided to upgrade themselves and develop for the Saturn. The result is still reminiscent of a 16-bit game, offering not much at all in the way of 3D thrills or fancy effects, but as you'd expect from the crew, the adventure is of top class quality.

Set once again in the scenic territory of Parmacia, Shining Wisdom casts you as the new young gauntlet, son of a great hero, starting out on his first day as a soldier. Just like our dad you've got a lot of trouble getting out of bed and are already late for your big day. Your grandfather (he still exactly help matters by refusing to allow you to leave for the office until you've decided here from this pretty mundane beginning a monstrous quest grows. The princess Satera is spellbound! And then kidnaped! By a dark elf! A legendary giant is awoken causing terror and the possible end of the world! You have to fight loads of monsters! And in a bit of a departure from the usual Shining Force roué line, there's no cute heroine, mainly based on combat. Your little warrior wields his sword under your direct command, swiping at the many roaming beasts and boss-type monsters.

The original Shining Force team return for an all-new adventure! There's a rather **glaring lack** of RPGs on the Saturn, so it's a good job that **Climax**, the team behind the Shining Force series on the Megadrive, have returned to cause **chaos on the Saturn!**



This might look like CG artwork - and it is! But it's also a screenshot of the lovely Shining Wisdom 12th screen. Not just a mood-up or anything.



And in fact we were lying about the lack of visual effects earlier. Sure enough, Shining Wisdom isn't in the league of Falcom Dragon or Sega Rally when it comes to feeding the eyes, but the sprites are all now traces in 3D, the levels are equally solid looking and - shock horror - recognisable. The monsters are scary. There's even some scaling and rotation and stuff! It's pretty nice looking for an isometric adventure game, well have to say.

In fact, nice looking could be applied in several terms, as Shining Wisdom is shaping up to be one of the best examples of the genre to hit a Sega platform. We all know how are the Shining Forces were, and given the amount of time the latest installment has been in production it should be cracking back out for a full review and Showcase in our very next issue. We can hardly wait to give you all our juicy info and opinion. Honest.



Shining Wisdom

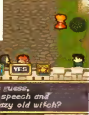
Are you getting wise with me, sonny jim?



*Hmm... Klatoon9 is late.
Grampa is late as well!
The day will soon be over.*



*Your grandmother is rough for
it's not easy to give her
a big smile.*



*right? Let me guess,
You heard my speech and
think I'm a crazy old witch?*



*We best talken about
this of our country...
a just as the our trial*



*I wish deep your granted
before leaving home. This is
absolutely true!*



*If we try to reach Tolead,
would they have the Wisdom?
What could they possibly want?*



*So, you love Klatoon...
You like working to earn gold.*



The beautifully-rendered intro tells the basic story of *Shining Wisdom*. But don't watch it before playing the first twenty minutes of the game, or you'll spoil the surprise for yourself. Because you don't know what's happening to start with.



Check out the amazing cyber-scaling on this large-walled track. It's the best you'll see on a Next Generation console!



letter



Hello readers. It's your miserable SEGA SATURN MAGAZINE host here. I've had enough of people writing in just to whinge on, back as I've tried to fill the Letters page with positive and interesting communication, there's not a lot of it to go around. So why don't you try saying something funny, or telling us who you fancy, or being sane about Sega instead of foisting them? It's not our fault. Please send your cheery dispatches to FLOWERS AND BUNBES AND TREES AND CANDY LETTERS, SEGA SATURN MAGAZINE, FRIORY COURT, 20-22 FAWCINGTON LANE, LONDON EC3R 3AU. Thanks. We love you.

BAD GAMES ARE GOOD

DEAR SATURN MAGAZINE

First of all let me congratulate you on your magazine and to keep up the good work it has brightened things up a little for me as I am complaining about when I went into the local games store and bought a Sega Saturn only to find out you need an ISF cable separate. It took about 3 1/2 weeks before I got the cable and therefore had some fun on the machine. Of course I bought Victory Goal along with that and after a couple of shots I was not impressed with it at all. The good thing is that there seems to be a lot of bad games for the Saturn and also there is a few excellent games such as Virtua Cop and Sega Rally. If all the games were as good as those two then I wouldn't be able to afford the other games which is a good thing. Keep up the good work and less of the bad work. Oh and by the way I've always respected Sega.

Prasor Shillinglaw, Galeshiki, Scotland



What a brilliant argument. You know, I really really like the fact that the majority of programmes on the TV are absolute crap, because otherwise I'd never leave the house - I'd just sit there like a zombie, staring at the screen. Fortunately my licence-free channel choice is not overly limited, meaning I only watch the goggle box for about ten minutes every week. Hoorah for the scheduler!

X VF2 180

DEAR SATURN MAG

The day after VF2 came out I went to my Memory Manager screen and found this message:

Virtua Fighter 2 X VF2 180

But I've never played VF2 on my Saturn. I cleared it and played all my games and put in all the cheats I know for VF but it didn't come back. Do you know anything about this or has it happened to anyone else? I was also wondering if it's worth buying games from America after paying £25 for a conversion!

Andy, Hall 3, Harlow



Right, but you used our demo disk, didn't you? Basically it's a bit of a by-product of that. Even though Virtua Fighters 2 isn't playable it leaves a bunch of back-up running code in your memory. It isn't a weird Sega voodoo thing where every Saturn in the world suddenly registers the release of VF2, awakening like a Golem to pursue the CD. So don't worry.

TOO DRUNK TO REMEMBER

DEAR SATURN MAG

Finally I'd like to apologise for the rather pathetic attempt at a threatening fax in the summer. Damn if you received it or not (We didn't - SSM) I was too drunk to remember. cd-i was after a HUGO party so sorry about that. Don't blame your magazines great now let's get to the point.

My options for Christmas (Dups, bit late - SSM) are: A) A Saturn with video card and B) A laser printer, new soundcard, connection to the Internet and Windows 95 and I could probably get a couple of games as well. In your opinion, considering I am

not really enthusiastic about games which should I get? I already have a bubble jet printer. Is BIT soundcard and a lot of games for my PC and am-only really getting the Saturn for Daytona VF2 and the video card.

By the way, is Sam single or not? I like a single ask her to reply in person to my address. She's gorgeous. See ya Sam!

Please please please print this in your next edition (as after writing about 15 times letters here have been printed).

PS What are my chances of you sending me a Saturn for nothing?

See ya!! Homos!

Adrian "Nuff Respect" Knox, Doford



Your advice is to get the stuff for the PC and leave us alone, with your blim-bim "Nuff respect", already PS You have none

OH MY GOD - ALTERED BEAST!

DEAR SSM

Since buying my Megadive with Altered Beast a few years ago I have been a dedicated Sega gamer. As time went by I got the urge for something more than 16 BIT. "Hello Mag a CD" Whoops goodbye Mega CD. Slightly annoyed at the lack of any good titles on CD (except Thunderhawk) I waited "Hello SSM". Et. let's wait and see or no thanks. Another year long wait and here it is, "Hello Saturn". But wait, what is the guy one everyone's talking about? I decided to test it out. hmmm. not bad. What Sega are converting Sega Rally and VF2. hmmm.

The point is it was going between the Saturn and the other one until I purchased issues 4 and 5 of SSM (sorry, I missed issue 3) and then got to play VF2 on the Saturn. That was it. SOLD.

I am now the proud owner of a brand new Saturn and a great game with a gun - Virtua Cop.

Thanks very much for setting right all the speculation and hearsay about the Saturn. At last, I am completely satisfied with my new machine and the great line-up of games coming in the near future.

PS Regarding subscriptions will I get a choice between CD and non-CD editions as it would be nice.

T "Trigger Happy" Henry, Crouch Hill, London

Thanks T. In fact we wish more readers would send letters like this, because then we could charge Sega commission on every Saturn we sell for them. Come on readers, help us pay the rent. Use if you have to, we don't care. Anyway, as a subscriber you'll automatically be sent a gift enhanced version of SATURN MAG for NO EXTRA COST. Which is why it pays to subscribe. In the UK, at least.

WHERE ARE THE NEW OLD GAMES?

DEAR SATURN MAG

Your mag is simply the business, but £5.99 for the CD mag is a bit pesty. Hey, shove off one quid and make everybody happy!

What we all do the imagination game in games these days, suppose to be next.



"My boss will see that little dog over there? I bet you can't hit it." "No he'll see! And I'll see this act that explains looking gross!"



Yes, really? This shows better to look than the previous Saturn. Sega Rally and Virtua are two of the very best titles being the results.



Sega has pledged that every major forthcoming Saturn release from their stable will run full screen, full speed. Most other developers are continuing on to this practice, and hopefully pretty soon this little blight will be eradicated from mankind's history forever, leaving us free to frolic in a new gaming Utopia. Sadly though, as an overseas subscriber you miss out on these free gifts, so you'll have to travel from Utopia to Brussels to pick up Saturn mags with free stuff on them. But don't worry, we'll let you know a month or so in advance if we've got anything really cool planned.

generation programmers - eh a right whatever you say

All of these 3D fighting games stacks of SHA types how about the old 16-bit that was three-player simultaneous action looking mayhem. Come on programmers update like or make a similar three-player game

Let's see some imagination!
Myst: what can I say, brilliant idea on dates for the sequel?

Hi-Octane great multi-player ideas shame about the graphics!
Ball on next issue baby!

Dear Howard, Wayne, Corneil!

Yeah, where have the ideas gone, eh? I mean, what we want is a conversion of an ancient and limited 16-bit three-player game and what do we get? Flipping sea-player Gauntlet Heroes! What is the world coming to? Does no-one listen to the real gamers etc etc etc.

WISE-ASS KID

DEAR SEGA SATURN MAGAZINE,

No ho-ho! Saturn and his little evils here. I've just been on my delivery to all the little kiddies out there and decided to test a little boy's Sega Saturn before he got it. I got home with the box and opened the package up and took the brand spanking new all black Saturn out and went straight to my TV to set it up. Shock! terror! came over me as my TV didn't have a SCART socket. In the end I found myself scurrying around in my sack looking for an RF unit but hours later and still no RF unit I gave up hope. Oh dear! What a shame that little boy will be disappointed if his TV hasn't got a SCART socket. Planned that one well didn't you - on all the mums and a daddies into buying a Saturn for their kids and if their TV hasn't got a SCART socket then the mummies and daddies will have to cop out (let me check my book) and I think doesn't matter does it, it's only a few bob I mean if they can pay £200 for a Saturn and one pad with no game then that will be alright won't it?

At least a warning on the packaging would help the old folks when they buy Saturn bought as a replacement for a Sega Megadrive (which comes with a RF unit)

Nice start you pulled but I think the distributor's dead! Comment please!

Paul McGee [Obviously not Santa really - ISM], age 13, Abington, W

Wolverhampton

You're a bit of a smart-arse for a 13-year old aren't you? Our comment is as follows - "We just write the magazine, mate. Black as you'd get it and it might have been nice for Sega to point out that the Saturn is SCART-compatible only. Don't take it out on us. Plus this little bone of contention has been chewed to death by the canine element of our ever-worshipping readership". So there you go.

FULL SCREEN FOR BELGIUM!

DEAR SATURN MAG,

First of all I'd like to say that your mag is brilliant - in fact it's almost as fun to read it than it is to play a Saturn game. I must admit, I wasn't too hot on Sega games in the past (I used to be a Nintendo freak), but ever since the Saturn came out, I've been hooked on it like Super glue. Needless to say that I use the console very high ly, except for the PAL version: that is, Why? I'll tell you - 50fps and black borders! As far as I know European versions have always suffered from these problems, making them not only less attractive graphically but also a lot slower. Now this isn't too big a problem with platform games (like Bug!), but it is a disaster for fighting or racing games. Sega have resolved the problem partially by releasing Virtua Fighter Remix, Panzer Dragon, Victory Goal. In full screen. However, Bug! Daytona and Shredder are all suffering from the notorious "sports syndrome" in issue 4 you stated that both Virtua Fighter 2 and Sega Rally will be recompiled to run full screen and at full speed. This of course is wonderful news. What I want to know however is whether other developers than Sega will adopt a similar formula (like Rayman from Ubisoft). I'm particularly looking forward to X-Men.

Streetfighter Alpha and Mortal Kombat 3. Ultimate. And what about Sega's own RPGs like Legend of Thor, Mystara etc?

Maybe you guys could in any way pull some strings? I'm sure that, when PAL releases offer the same arcade quality as the original versions a lot more games will be sold which is a good thing for everybody, right?

Oh and one last thing, if I were to subscribe to your magazine would I still receive the free gift with every issue (preview video, demo disk, post cards etc)? For the moment I can buy it at the 'Vig' in Mellebroun in Brussels (with everything on it), but this means I have to travel over an hour to get it. Oh, and thank you for printing my letter.

Christy Dewey, Men, Belgium.

Sega has pledged that every major forthcoming Saturn release from their stable will run full screen, full speed. Most other developers are continuing on to this practice, and

hopefully pretty soon this little blight will be eradicated from mankind's history forever, leaving us free to frolic in a new gaming Utopia. Sadly though, as an overseas subscriber you miss out on these free gifts, so you'll have to travel from Utopia to Brussels to pick up Saturn mags with free stuff on them. But don't worry, we'll let you know a month or so in advance if we've got anything really cool planned.

I'LL DO ANYTHING FOR WORMS

OH SAM!

Worms! Yes that's right, Worms! I have a small question about Worms, when is the real release date, because in issue three of your glorious yet slavishly misnamed mag, it said that it would be released in December. So, fool that I was I pre-ordered about like a prat to eight different shops that sold Saturn games only to find that Worms could only be bought on the PlayStation and PC, CD-ROM format. Now I hate Worms especially after I had a go on it on my mate's PlayStation and he had great trouble in getting me to leave.

I will do anything to get Worms, even if that means selling my Saturn and buying a PlayStation which, funny enough, would make me stop buying your mag and start sending you hate mail for toiling lies.

Incidentally, you see the new Saturn advert lately not you'd have thought Sega would have advertised Virtua Fighter 2 or Sega Rally. Anyway, expect a letter next month of either happiness or hate. It's up to you. Pressure! Pressure! Pressure! Ha! Ha! Ha!

A. Hunter, Gillingham, Nuneaton.

Yes it is coming out. However, it'll be out soon. In fact, it should be out by the time you read this. So you should wait your Atari2600 problem out, sorry. Next time you accuse us of lying we'll be round your house with a cartload of cyber-nukes. And Shogun.

LOVE YO

DEAR SEGA SATURN MAGAZINE

Since being the proud owner of a Sega Saturn, I've been in a dilemma over which magazine to subscribe to the favourites being your very own SATURN MAG or the Sega Power mag. Having read them both for the past three issues I have made my decision.

Most important is the contents of any magazine. SATURN MAG is well written full of facts and comes with a sense of humour. Sega Power contains more rubbish than fact and has a sense of humour which comes across as being stupid and not funny at all.

Secondly the presentation. While SATURN MAG is presented 'Perfect Bound' with 100 pages of absolute glory, Sega Power is presented with the cheaper saddle stitch and has a mere 84 pages, of which the adverts are about the most interesting.

Finally your magazine is called by the magic words "Sega Saturn" of course.

Alan Owen, Leicester.

Well, that's that settled then.

Q & A

"Hmmm. Good question my boy, and one which poses propositions that seem to transcend the traditional didactic approach to such a dilemma. Let's put it together. Metaphysically, we are talking about the universe's essential polarity, maintained by an incomprehensible order that can be summed up as the inherent logic in chaotic density. Are you following? After a few more journeys into simple arithmetic I think I can answer your question young scamp, and it is this: that Sonic would probably win if they had a fight..." If you wish to take issue with the professor's conclusion, write to **BEARDED Q & A**, SEGA SATURN MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3JL.

ANSWERS AND QUICK

Dear SIM

I need some answers and quick, so could you please answer the following questions. Thanks
 1. Have Sega any plans for a Sega Rally 2?
 2. When will Virtua Fighter 3 make it to the Saturn?
 3. If you have seen Tekken 3 would you say it was better than V2?
 4. When will the Saturn Internet Pack come out and how much will it cost?
 5. When will Fighting Vipers reach its way to the Saturn?
 6. When does Virtua Cop 2 come out and will it have a gun game pack?

See Gary, Brighton

No, it's the next project will be **MX-17**
 Superbike 3. Some time next year (that's 1997)
 3. No. 4. No fixed details at the moment, but there's more information in this month's news section. 5. Around October 8 before Christmas

MY FIRST TIME

Dear SIM

This is the first time I have written to you so can you answer these questions for me because it will help me in choosing a new game

1. In issue 3 of the mag you put in a Virtua Fighter players guide. I thought this was excellent but what do P D and K stand for and what are those numbers in brackets?
2. Can you put these games in order from best to worst: Worms, Sega Rally, Virtua Cop, Virtua Fighter 2, Mystara, Cyberia, Turbinal?
3. In Sega Rally are there only two cars to choose from?
4. Will Gex and Heres be translated into English?
5. Is Mortal Kombat 3 coming out on the Saturn?

Matthew Hyde, Ipswich

P is Pk punch, D is defend, K is kick and the numbers in brackets stand for the amount of damage you inflict upon your opponent. 2. No, sorry we don't do that. 3. In the Rally a street car, and to score it, consult Sega Saturn Magazine issue 4. 4. Yes, Gex and Heres is being translated at the moment and should be in the shops by a month enter time. 5. Yes, and it's the Ultimate version too.



One of the stunning experiences available to SF Alpha.

SUICIDE FACT

Dear Saturn Mag

Please can you answer my questions or I may kill myself!

1. Is the Sega Arcade racer steering wheel worth getting?
2. Will there be any pedals coming out for Saturn racing games?
3. When you next make a demo CD please could you put a playable demo of Worms on it?
4. Is the arcade game Virtua Slender coming out on the Saturn? If so when?
5. Will there be any football management games coming out on the Saturn?
6. Will there be anything coming out on the Saturn to make it more powerful, like an upgrade for example?

PS Great mag!

Andy Childs, Chisleham

1. If you're planning on playing a lot of racing games, then it's certainly a. 2. No. 3. Absolutely not. 4. It might do, but there's been no word from Sega yet. 5. Let's hope not - actually there is one being developed in Japan at the moment. 6. It doesn't need one yet.

ME 'OLE MATE

Dear Sega Saturn Magazine

Congratulations on the release of your magazine - it's bloody brilliant! Could you be a mate and answer me this question

I have purchased a Saturn and I have heard from your mag, naturally that girls of Playboy games are coming to the Saturn. So please tell me when these games I list below are going to be released or if they are going to be released. They are: Loaded, Ultimate Doom, Resident Evil, Syndicate Wars, Tekken 2!

Please print my letter because I've never had one answered before and it could even ease me from my mental depression so my life is in your hands

Justin Miles, Wembley, London

Loaded and Ultimate Doom will definitely be out on the Saturn within a few months, although there's no official word regarding the other titles. You'll just have to wait and see

SABOTAGE!

Dear Big Time Saturn Mag

Please could you answer my questions or I'll sabotage next months batch!

1. Are Scavenger using the Sega graphics library to develop Scavenger and Amok?
2. Do you think Time Warner should have made a textured and light sourced version of Virtua Racing?
3. What is the average megabyte count for games such as Daytona and Virtua Fighter 2?
4. When are Darkstalkers 2, Tosh Shin Den and Streetfighter Alpha coming out?
5. Apart from Virtua Cop 2 what other games that you know of will be compatible with the Virtua gun?
6. Which design applications do AM2 and AM3 and Capcom use to develop their games?



Loaded is leading us up to the Saturn very soon.

Now that the Saturn is out and a new breed of games have arisen when will you continue giving away free posters?

PS Your cover CD in issue 3 has left me sleepless

Lucia Morris, London

I don't know, although they probably will, as they work very closely with Sega. 2. Yes. 3. Don't know, sorry. 4. They will be out within the next couple of months, 5. None, as yet. 6. None that they would tell us of as yet, sorry. 7. We're not really going to do any posters, unless they're really top quality. My that is

GQ GETTER

Dear SIM

Inquiries are what I have and answers are what I want. Let's get down to business!

1. What's the best portable television to get with my Saturn? I want something with a scart connection.
2. Are Sega going to release a new video card to go with the better class of CD films being produced?
3. What's going on with the mouse for the Saturn? Will there be any games it can be used for? Can we expect a pairing package of some kind?
4. I hate the joy pads that come with the Saturn. Are there any better ones out there and when would I go to get one?

Simon Russell, Bristol

I have a portable TV with a scart connection - which means it will be of pretty high quality - anyway. 2. They probably will do, although they haven't announced anything yet. 3. We don't even know whether the mouse will be offered over here, but if it is, you can expect to see it with games such as Theme Park, riviera hills, and probably how many that haven't been released yet. 4. None yet really, but there will be some on the way soon enough.

IT'S NOT OFTEN THAT A GAME IS GOOD ENOUGH TO ACTUALLY **SELL THE CONSOLE THAT IT APPEARS ON.** IT'S HAPPENED A COUPLE OF TIMES ALREADY ON THE SATURN THOUGH - WITH **VIRTUA FIGHTER 2** AND **WING RALLY** SELLING THE MACHINE BY THE BUCKETLOAD. AND IF THERE WAS ONE GAME THAT SOLD PLAYSTATION ON LAUNCH IT WAS **WIPYOUT** - A SUPER-FAST RACER WITH **SEXY STYLISED GRAPHICS** AND A **SOUNDTRACK MORE SUITED TO A NIGHTCLUB THAN A GAME.** UNFORTUNATELY, THERE WAS NOTHING QUITE SO FASHIONABLE ON THE SATURN AT THE TIME, SO FOR A WHILE AT LEAST, **SONY MANAGED TO STEAL THE LEAD OVER SEGA.** BUT THAT'S ALL ABOUT **TRYING**. YOU SEE, IN JUST ONE MONTH'S TIME, THE PLAYSTATION'S MOST CELEBRATED TITLE **WILL BE AVAILABLE ON THE SATURN.** AND, TO SEE HOW IT'S GOING TO SHAPE UP, **SEGA HUCKMAN** TAKES IT FOR A TEST RUN.



K, SO I ADMIT IT. WIPYOUT WAS ALWAYS AN EXCELLENT GAME, EVEN THOUGH IT'S TAKEN THIS LONG FOR IT TO FINALLY APPEAR ON THE SATURN. IN FACT, WHEN IT FIRST WENT ON SALE, CRIED UP AND BURNED THE COUNTRY WIDE CAUGHT IN A FRENZIED HYPER-OCCUPATION ITS RELEASE, CLAIMING THAT THIS WAS BOTH THE FUTURE OF GAMING AND THAT THERE WAS NO WAY THE SATURN WOULD BE ABLE TO REPRODUCE A GAME OF THIS CALIBRE. BUT, SIX MONTHS ON, HERE IT IS, SHIP SHARP AND READY FOR ACTION - BEING A COUPLE OF THE SONY-OWNED SOUNDTRACKS, ADMITTEDLY, BUT OTHERWISE IN PRETTY MUCH ORIGINAL CONDITION. NOW CONSIDERING THAT WIPYOUT PROBABLY SOLD A PAIR FIVE MACHINES ON THE TERRITORY OF ITS TOP GAMEPLAY, THERE'S BOUND TO BE MORE THAN A FEW POWER PLAYSTATION OWNERS OUT THERE AT THE MOMENT. BUT THEN, YOU DON'T CARE ABOUT THAT, DO YOU?

SEE THE FUTURE!

But, if you don't own a Playstation and weren't lured by your friend winning the game around in your time, you probably think you'll never have heard of Wipout. Basically, it's a high speed futuristic racing game where your car hovers over top of the 3D-renderable tracks. Everything from the car details to the track lighting is up to the upper reaches of the highest graphical quality and 3D rendering technology of the time. It's a next-generation game set on a next-generation track. Of course, it's not just about the graphics, the handling is slightly different from racing games of the past, and may take some getting used to. However, if you like racers at all, there's little doubt that you'll find this an absolute joy to play.

DRIVE LIKE THE WIND!

Wipout isn't an ordinary racing game. Nothing like it in fact. It's not in the 21st century and as a result, cars are a thing of the past. Instead, people drive fancy cars, vastly superior both in terms of speed and energy. And, as a result of this breakthrough in technology, the road network is completely obsolete and has been replaced by sleek, smooth surfaces.

There is a downside to all of this though. As a result of the new high speed vehicles, a new sport has emerged - the Florida (Florida) Gravity Racing League. This sport consists of races across six different arenas of the globe, then allows them to race against some of the most deadly teams ever created. Of course, the race itself is equally worthy enough, but all of the contestants are equipped with a range of weapons that are capable of killing their opponents. There's only one thing they can do. Kill or be killed.

SHOWCASE 

THE THRILL OF THE CHASE!



All Artwork © PSYGNOSIS.
Games by the Designers Republic.



SEGA SATURN



TOOL UP!

With *WipEout* being more of a fantasy race, there's no real rules of how to conduct yourself when racing. This is obviously the reason why so many weapons have been incorporated into the game. They're used to blow your opponent into kingdom come and come in a variety of guises. And here they are...

MINES

These can be laid down in series of five and they cause a fairly drastic slow-down to your opponent and are best laid on the start of jumps so that your opponent is less likely to notice them.

SHOCK WAVE

When laid down, this causes the ship to freeze in its tracks, then renders it uncontrollable for a few seconds.

SHIELD

Well, it's your standard shield, as it happens. Does all the things a good shield should, and also allows you to pick up weapons while you're covered. You can't use them until the shield has worn off though.

TURBO SPEED

Gives you an extra speed boost which is most useful if you're either lagging behind, or an opponent has laid a particularly heavy assault on you. Be careful when you use it though, or you could end up as roadkill.

ROCKET

The rocket is an extremely useful weapon, but unfortunately has no targetting control, so you'll have to be a good aim to use it.

HEAT SEEKING MISSILE

This is probably the easiest weapon to use as it has a lock-on device which means it's almost idiot proof. You do lose a bit of speed when you launch it, but it's a deadly weapon, unless counteracted by the shield.

Of course, you'll need a team to race around these tracks, and luckily, there's more than one choice. In fact, there's five in all, and here's a quick rundown of the choices on offer...



It's the little secret! Almost for the little screen, identical in every way to the PlayStation version of the game! Well, what did you expect?



One of the ships from the demo mode at the beginning of the game, proving that this version is solid!



AG SYSTEMS

AG Systems originate in Japan, and probably provide the most versatile and easy-to-handle vehicle from the ones on offer. The responsive controls and stable vehicle make it the ideal car for the beginner, although more advanced players may find it a bit cumbersome.

AURICOM

Auricom are a Canadian racing team and provide the most challenge in terms of a vehicle to race against. Its heavyweight frame means that it's extremely difficult to pass in a race. It takes a while for this car to reach high speeds, but when it does, it's almost impossible to beat. A heavy frame means that it's more difficult to maneuver, so it's more suitable for advanced drivers than anyone else.

QIREX

This Russian born team power another heavy vehicle, and the controls really take some getting used to. Once mastered it's difficult to find a vehicle that can superspeed it, but if you don't know what you're doing, go for one of the smaller vehicles!

FEISAR

Hailing from Europe, the Feisar team hold one of the more versatile ships in the game. While initially not very fast, the acceleration is top class, and the easy controls mean that it's a forgiving vehicle while you initially play the game. If you're a novice playing against more advanced users, this is your best bet.

AG SYSTEMS

AURICOM

QIREX

FEISAR



TAKE YOUR PICK!

There's a total of seven tracks to race through in *Wipeout*, ranging from the simplest run to the absolutely rock hard. Getting through the final Silverstream track is a task that even an experienced gamer will find difficult, so luckily there's plenty of chances to prepare yourself for this with some of the other, simpler tracks. Even these require some degree of skill to complete successfully; tracks are designed to make you gradually more at ease with the handling of cars. Of course, the degree of control you have over your vehicle is dependent on the force you chose to race with—there's four in all, and each has its own way, each turn drives really differs. Each track has a different difficulty, which makes driving either more difficult or much easier, depending on the grip the surface gives you.

ALMA VTI
LOCATION: CANADA
LENGTH: 5.5 KM
HEIGHT: 300M
SURFACE: FLUID RACING STANDARD

One of the easier tracks in the game, this allows you to get used to the speed and handling of your chosen car and being fairly simple in design, the course is really easy to get into.

TERRAMAX
LOCATION: GERMANY
LENGTH: 6 KM
HEIGHT: 12 KM
SURFACE: FLUID RACING STANDARD

Slightly more complex than the first track, Terramax is good for turbo starts, and there's more than one route through the race, so finding the best route will take some doing. Due to the multi-routing though, you have to plan your decisions fairly quickly to avoid a head-on collision.

CHARBON
LOCATION: JAPAN
LENGTH: 3.4 KM
HEIGHT: 100M
SURFACE: RECALIBRATE TITANIUM

Charbon has some of the most devious corners in the whole game. It will be a while before you really get used to the handling on this track, and mastering the air brakes is an absolute necessity. There's plenty of power-ups in this track too, and finding them can sometimes be crucial to complete the track.



NUROKKA
LOCATION: RUSSIA
LENGTH: 3.4 KM
HEIGHT: 200M
SURFACE: CARBONIC IRON

Again, there's plenty of sharp turns to master in this track, and you're often positioned at the bottom of hills just before the next turn, making it difficult!

WINDRAV
LOCATION: USA
LENGTH: 5.5 KM
HEIGHT: 140M
SURFACE: RECALIBRATE TITANIUM

To succeed in this one, you'll need to know when to use its wind jets and weaknesses really well. This is especially true in the tunnel sections which can be an absolute nightmare if you're not accustomed to your ship.

SILVERSTREAM
LOCATION: GREENLAND
LENGTH: 8.1 KM
HEIGHT: 250M
SURFACE: ARTIFICIAL OXYGEN

This is the ultimate *Wipeout* track, and completion of this will allow you access to the secret, Firestar track. However, the challenge is really difficult here, and you'll have to manoeuvre the go degree corners before you'll get anywhere near to completing the course. Good luck!

FIREFSTAR
LOCATION: MARS
LENGTH: 4.1 KM
HEIGHT: 200M
SURFACE: CARBONIC IRON

This is the final, bonus track that is awarded on completion of the other tracks. We're not going to show you anymore just yet, as we don't want to spoil your enjoyment of the game!



TWO DIFFERENT VIEWS!

There's two views to choose from while racing around the tracks—there's the internal view and the external view. As with most racing titles, the external view is probably the easiest to get to grips with, as the internal view can be a bit tricky to say the least. This is mainly because the external view allows for a more deep field of vision, and is thus easier for beginners to handle. However, the choice is yours!

The external view is probably the best bet for beginners, as it allows you to see more of the track, and the ship also becomes easier to handle...



...While the internal view is for people slightly more accustomed to the controls, and allows a tighter race as for as controls go.



Hey! Look out the bubble on one of the tracks, and don't crash into the walls, you won't know it until it's too late! As you can see, *Wipeout* really does employ some of the best graphics and sound effects to date, and is almost identical to its PlayStation counterpart. It certainly will come as a relief to grip-worshiping PlayStation owners, but there's only one thing that your enemies can't see: their beloved racing game on the Saturn. But you're glad you brought the Saturn to the party, especially since Destruction Party is Saturn-bound too!



SO NEAR AND YET...

When *Wipeout* was first released on to the PlayStation, no one ever thought that it would appear on the Saturn too. This was because the game creator, Pygnosis, was actually affiliated to Sony and initially this meant that they would only be producing games for Sony's PlayStation. In fact, no one believed us when we ran a news story announcing the arrival of *Wipeout* on the Saturn. At the time, Pygnosis were thought to be just too close to Sony to even consider publishing on another format, but within a few months of the arrival of the PlayStation version, a finished PC version appeared. Admittedly, this was a pretty disappointing conversion of the game, but nevertheless, it proved that Pygnosis were open to publishing on other formats. Then two months after that, information was leaked regarding an almost complete Saturn conversion – and a good one at that! This came as a surprise to everyone, including *SEGA SATURN MAGAZINE*, as we thought that Sony would probably lump Pygnosis a load of cash to keep them PlayStation only, but it seems that Pygnosis are determined to publish most of their previously PlayStation-only titles on the Saturn. Which, obviously, is good news for you...

TAKE THE TASTE TEST!

However, it remains true, that initially, *Wipeout* was programmed as a PlayStation-only game. This means that the programming team had to take the game apart once more and adjust certain features of the title that maybe weren't working quite so well on the Saturn. The Saturn, of course, has been a notoriously difficult machine to program for up until now, although Pygnosis have done an excellent job in bringing an almost perfect conversion to the Saturn. Of course, the two versions are never going to look exactly the same as the two machines are essentially different, but on first look you'll never be able to tell the difference between the two. All of the tracks, gameplay and little extras are included from the original, and in fact, the only thing missing is a couple of music tracks from Sony's own music label!



SPIN OUT!

There's more to *Wipeout* than just great gameplay and impressive graphics of course. With its techno-friendly music and club-cool icons it's almost an attempt to crossover from the traditionally nerdy video game into something that appeals to fashionable young things more than ever before. And in some ways this was done on purpose. After all, Pygnosis did employ trendy design agency The Designer's Republic to create all the on-screen icons and information. They're more used to designing album covers for Pop and Brit Rock! And The Shamen than creating graphics for speedy young chicks playing computer games, but they've definitely brought their distinctive style to the game, beginning up the proceedings no end. In fact, initially, the agency was only brought in to create the icons, but everyone at the Designer's Republic was so impressed with the game that they decided to do all of the other on-screen options for Pygnosis too!

HANDBRAKE TURNS!

There's two different classes to enter into in *Wipeout* – the Venom, or idiot, class, and the Eagle class. The former is the standard class which can be accessed at the beginning of the game and is played at standard (still pretty fast though) speed. The latter can only be accessed after completing all of the tracks in Venom mode in either first, second or third place. Eagle mode is around 50% faster than Venom mode and as a result, provides you with a complete new game to master. And unless you're absolutely expert at the game, you won't stand a chance!





Ready your accelerator for a turbo start and an advantage for the rest of the race.



Bea, an opponent attempts to prevent you from passing is best of them.



Well, it may be dangerous, but you're paid to turn to pass through it if you want to complete the race.



These effects look just like the ones in Sega Rally!



A difficult corner approaches, although careful maneuvering will do the trick.

YOU WILL SUCCEED!

The trick to succeeding in WipEout lies in learning the tracks. If you don't familiarise yourself with all of the jumps, corners and ramps, then you're never going to get any good times. This isn't quite so important in the easier tracks, as on the whole they're not quite so complicated, but still, memory is the key skill in achieving superior times. That and actually being any good at the game of course!

The Alkira Vii track is the first course you'll come across in WipEout and as a result is the easiest to complete. It's a good opportunity to get used to the handling of the cars and changes of the tracks though, which is why we've singled it out for feature here. Basically, if you can't handle this track, you'll have to practise before you get onto any of the others, as they only get more difficult from here onwards!



The corners in this track should prepare you for later levels.



Plus, another turbo boost, although not all of the weapons are available yet.



TRACK 1: ALTIKA VII
 LOCATION: CANADA
 LENGTH: 5.5KM
 HEIGHT: 350M
 SURFACE: F3600 RACING STANDARD



The Silverstream track looks very impressive, although not quite as slick as you see in the PlayStation version.



Yes, it's one of the option screens. Hello.



The team selection screen - four to choose in all.



One of the game over screens with a race.



Another successful race, more hard than the last.



The Hercules track is another extremely difficult challenge, although with careful handling you should get through.



Another shot from the Hercules track, this time this ally is about to make a leap into the great unknown.



The beginning of this advanced track, with more rather lovely texture mapping, making it difficult to tell this from the PS version.



Here, the course splits off into two routes, although whichever one you choose, it makes very little difference to the race.



Sharp corners on the track make straying off the more likely, especially in some of the bends here are incredibly sharp.



DRIVE AROUND THE COSMOS!

Just to show you how difficult some of the tracks get in *WipeOut*, we've decide to print one of the more difficult levels too. Arridos IV is one of the most challenging tracks of all, set in a bleak sandstone environment with plenty of hairpin corners and a selection of routes to choose from. And here's the track itself...



ARRIDOS IV
 LOCATION: USA
 LENGTH: 6.04KM
 HEIGHT: 245M
 SURFACE: BLASTED SANDSTONE

THE BEST SOUNDTRACK IN THE WORLD...EVER?

When you play *Wipeout* you'll notice the brilliant music apparent on all of the tracks. Although acts such as the Chemical Brothers and Leftfield appear on the PlayStation version, Pygnosis have their own in-house music team to create the music for *Wipeout*. But these aren't your usual plinky music guys. Nope, none of it. They're Cold Storage, and the music they've created is nothing short of brilliant, setting the slick graphics and trendy cars down to the ground. Expect to hear more, much more from these guys in the near future.

BUY IT NOW!

However, if you can't stand the thought of playing *Wipeout* without the original soundtrack - Chemical Brothers and all, don't worry. You can rip down to your local music store and buy a copy of *Wipeout - the CD*. This features all of the "big names" soundtracks plus others by acts such as Dreadzone, Prodigy and Orbital. Happy now!



The Fast, Silverstream track. This is extremely difficult indeed, and only the most experienced players will make it through this and on to the next, smooth track.



Stay close to the inside of the track to avoid crashing into the barriers on either side.



An absence of frong has legs like the train. Good! It's coming to Saturn too!



Approaching one of the towers, and crossing weapons for ultimate showdown.



One of the Ty-tyo you'll be treated to at the beginning of each run, showing off the levelness of your chosen vehicle from a number of different angles.



The Fast track is really, really difficult to complete.



Body yourself for the jump of your life!



Showing off the top-quality graphics of the game.



LINK UP OPTION ON THE WAY!

On the PlayStation version of *Wipeout*, you can link up two machines for a true head-to-head battle. Unfortunately, the link up cable still isn't on sale for the Saturn at the moment, but Pygnosis are hoping to leave the link up option in the game, so that when the cable is released, you'll be able to enjoy this option fully. In fact, this is easily one of the most exciting ways to play the game, as blowing up a human opponent is a hundred times more satisfying than playing against the CPU!

OUT SOON!

There's still no final word regarding the exact release date of *Wipeout*, but the game stands around 80% complete at the moment! So, all being well, you can expect to see it in the shops by mid March, which also means that we'll be bringing you a review of the game next month, followed by a full player's guide revealing all of the secrets *Wipeout* holds. So there you have it!

YOU CAN READ THE REVIEW OF WIPEDUT IN THE NEXT ISSUE OF SEGA SATURN MAGAZINE.

ROY OF THE EUROVERS





In June, the atmosphere in England, from the tiniest hamlet to the sprawling metropolis, will be one devoted to the trials and triumphs of the national football team. Scotland will be no different either. **ROB BRIGHT** swings his rattle for Euro '96 and dreams of an escape to victory!



Well out pitches, that's what you need for a good game of football. And some players of course. And a ball. Fortunately, Euro '96 gets some of those, and even throws in some extras like a stadium of its crowd.

lIBERTY MOVES LIKE A FOG THROUGH THE EMPTY THRONG STREETS. FACTORY CHIMNEYS CAST MOROSQUE SHADOWS OVER THE ROOF TOPS, SPUMING SMOKE INTO AN IMPLICARY GRAY SKY. HIGH BLUE SLATE, FOREBODEN BY A FUTURE THAT HAD COME TO PASS, ENVOYEDS THE BRITTLE YOUTH OF A THOUSAND WEARY LIVES. DREAMS WISHED ALONG THE GUTTER, DRINKS SPOILED AMONG THE BEANS OF THE ONLY WET PAVEMENT... BUT THERE WAS ALWAYS ONE DAY IN THE YEAR WHEN THIS WINTERLAND WOULD SEEM TO AWAKEN FROM ITS SEPTICEMIC NASS. DOORS WOULD OPEN AND HAMBLES WOULD EMERGE, RED AND WHITE SCAVES WRAPPING ABOUT THEIR SCOTED FLOCKS. AND THEY WOULD MAKE THEIR WAY ALONG THE SAME CROWDED ROUTE, MAYBE STOPPING FOR A HOTDOG, OR A PINT, OR TO BUY A PROGRAMME. AND AT ABOUT A QUARTER TO THREE THE SOUND OF VOICES, A HUGE CONGREGATION OF VOICES, WOULD RISE UP IN MELLING UNION AND CHALLENGE THE FUTILITY OF IT ALL. AND THE SOUND OF THOSE VOICES WOULD BEAT ITS WAY DOWN EVERY ROAD AND EVERY STREET, REMINDING THOSE STILL AT HOME THAT WE ARE HERE, THAT WE EXIST, AND THAT IS NOTHING ELSE, AT LEAST WE HAVE FOOTBALL! AMEN...

Oh, so it's a bit noisy, a bit romantic, and maybe 1.5 out of 10 people kicking an inflated pig's bladder around a patch of grass, but it's also the most popular sport on planet Earth which is justification enough for a spot of purple prose.

Things at Saturn FC however have been decidedly less grandiose. Victory Goal was frankly closer to an own goal and with the match in shambles it took a desperate equaliser from FIFA '96 to redress the balance. Now a late winner is on the cards in the shape of the sensational Euro '96. The advice among you will recognise this as the PC and PlayStation title known as Actua Soccer. However it arrival on the Saturn heralds some considerable changes, least of which is its sugary new name.

With Euro '96 taking place in England this June, the developers at Sega have created what is essentially Actua Soccer 2. Instead of fielding it as an indiscriminate affair between international sides, Euro '96 will stick very closely to the summer cup competition. This means that all the respective groups are in there and that the sides themselves will largely match their present status. Even extra commentary has been added by Gary Davies picking up on issues that are particularly relevant to the competition.

Actua Soccer was created by Greenin and wowed people with its stunning graphics and animation coupled with its instant playability. It uses larger sprites than FIFA '96 and early impressions suggest it plays faster too. While there's nothing especially innovative in the gameplay, it's the attention to detail that has provided Actua with a reputation as the best football sim to date. With Euro '96's arrival on the Saturn, this reputation is likely to be further enhanced with improvements in animation and game logic, as well as some extras thrown in to celebrate the duobros-cup competition.



MOTSON OR DAVIES?

Motson or Davies? The ardent football fan has a favourite. Let's look at their credentials. John Motson has a near encyclopaedic knowledge of football, but his obvious bias towards Liverpool gives it (sitting in the extreme). Barry Davies, a lot cooler, is the moral backbone of football. Recognising its more profound roots. Of course, this is pub wisdom speaking, but if I'm asked to choose between the two, Davies is the man. Likewise with the commentary in Euro '96. Davies' approach is more sedate and sparse and as a result more effective than Motson's in FIFA '96. He might throw in the odd jaw at a player's expense or get all fired up when the action moves into the 18 yard box, but it does't have that sad mark; quality that Motson seems to adopt. What's more, in keeping with the continental feel of Euro '96, Sega have also secured the commentary of Germany, France and Spain's great commentators so if you want, you can listen to the action Latino style!



Obtain like how the goal net looks are as get still to be completed

MARK 'IM UP!

When one of your players comes into possession of the ball a triangle beneath his feet marks him out and points out the direction he will strike the ball. Nothing particularly unusual about that admittedly. But in Euro '96, you'll want to keep an eye on that marker for other reasons. When the triangle starts to flash it means you're in shooting range. But the marker also changes shape and each shape denotes an opportunity. Players with a circle beneath them mean they are ready to accept a pass. If it changes to a square, this means that players are in position for you to cross the ball into the box. If all goes well a player might try a volley from the cross. If the shape changes to a star you have to act fast because it means a chance at a special move has arisen. This might be something flash like a back heel or shanny, or even an arrogant strike for goal.



While the animation is already looking amazing, Sega are still working on making it look smoother and clearer.



THEY THINK IT'S ALL OVER!

The infamous commentary that came at the end of England's victory in the 1966 World Cup seems to have rung true. As far as major sporting events are concerned, it's been all over for the last 30 years. Now at last, a major sporting event has finally found its way to these shores. Euro '96 takes place in June and has a reputation for being the most important football event out side the World Cup. After the qualifying groups have been decided, the top 16 international European sides battle it out for the coveted trophy.

As hosts, England didn't have to qualify, which is a bit of a relief considering the shambles the side has been in over the past couple of years. Playing at Wembley, England are in a qualifying group with Holland, Scotland and Switzerland. The other three groups are headed by Denmark, the cup holders, those super efficient stalwarts the Germans, and the flankier of temperamental Spaniards. The top two teams from each qualifying group go on to the quarter finals where it becomes a knockout competition.

With the revelations of Sir Alf's resignation from his position as England coach immediately following the European Cup should we see this as his managerial swan song? Or is it an attempt to absolve himself of the blame for a team of dead ducks? Only those magic 90 minutes have the answer. In the meantime, here's a list of the league groups and the dates and venues of each and every match.



FIXTURES/GROUPS

| GROUP A | W | D | L | PTS | GROUP B | W | D | L | PTS |
|-------------|---|---|---|-----|----------|---|---|---|-----|
| ENGLAND | 0 | 0 | 0 | 0 | SPAIN | 0 | 0 | 0 | 0 |
| SWITZERLAND | 0 | 0 | 0 | 0 | GERMANY | 0 | 0 | 0 | 0 |
| HOLLAND | 0 | 0 | 0 | 0 | SCOTLAND | 0 | 0 | 0 | 0 |
| ENGLAND | 1 | 0 | 0 | 3 | SPAIN | 1 | 0 | 0 | 3 |
| HOLLAND | 1 | 0 | 0 | 3 | GERMANY | 1 | 0 | 0 | 3 |
| | | | | | SCOTLAND | 1 | 0 | 0 | 3 |

| GROUP C | W | D | L | PTS | GROUP D | W | D | L | PTS |
|---------|---|---|---|-----|---------|---|---|---|-----|
| GERMANY | 0 | 0 | 0 | 0 | GERMANY | 0 | 0 | 0 | 0 |
| ITALY | 0 | 0 | 0 | 0 | FRANCE | 0 | 0 | 0 | 0 |
| RUSSIA | 0 | 0 | 0 | 0 | TURKEY | 0 | 0 | 0 | 0 |
| GERMANY | 1 | 0 | 0 | 3 | FRANCE | 1 | 0 | 0 | 3 |
| ITALY | 1 | 0 | 0 | 3 | TURKEY | 1 | 0 | 0 | 3 |
| | | | | | FRANCE | 1 | 0 | 0 | 3 |

DATES:

JUNE

Sun 9am ENGLAND - SWITZERLAND (WIMBLEDON)

Sun 9am SPAIN - ROMANIA (ILLIAND ROMA)

Sun 9am GERMANY - CZECH REPUBLIC (DIX TRAFFORD)

Sun 9am DENMARK - PORTUGAL (BILBOURNAUGH)

Mon 10am HOLLAND - SCOTLAND (VILLA PARK)

Mon 10am ROMANIA - FRANCE (St JAMES' PARK)

Tue 11am ITALY - SPAIN (ARFELD)

Tue 11am TURKEY - CANADA (CITY GROUNDS)

Thurs 11am SWITZERLAND - HOLLAND (VILLA PARK)

Thurs 11am BELGIUM - ROMANIA (St JAMES' PARK)

Fri 10am CZECH REPUBLIC - ITALY (ARFELD)

Fri 10am PORTUGAL - TURKEY (CITY GROUNDS)

Sat 11am SCOTLAND - ENGLAND (WIMBLEDON)

Sat 11am FRANCE - SPAIN (ILLIAND ROMA)

Sun 10am RUSSIA - GERMANY (DIX TRAFFORD)

Sun 10am CANADA - DENMARK (BILBOURNAUGH)

Tue 10am SCOTLAND - SWITZERLAND (VILLA PARK)

Tue 10am FRANCE - ROMANIA (St JAMES' PARK)

Wed 11am HOLLAND - ENGLAND (WIMBLEDON)

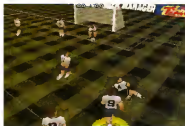
Wed 11am RUSSIA - CZECH REPUBLIC (ARFELD)

Wed 11am CANADA - PORTUGAL (CITY GROUNDS)

Wed 11am ITALY - GERMANY (DIX TRAFFORD)

Wed 11am TURKEY - DENMARK (BILBOURNAUGH)





THE TRANSFER LIST

You're looking at the screen shots and you're thinking, what's so different about this then? It looks just like the same old Actua Soccer. Well, to begin with, these are screen shots from a version of the game that's about three quarters complete; the remaining quarter left to do being mainly the cosmetics of the game. At present only 32 colours are being used and this will change to a huge 256! The whole look of the game will go through an overhaul to get all of those Euro logos in there and of course Gokath, the lion mascot. Likewise, the animation is still being tweaked up to supersede what has been seen on PC and PlayStation already. There are now more goal celebrations (2 to be able to take in all of the European eccentricities displayed during a moment of footballing ecstasy). The seven venues for the competition have all been painstakingly copied into the game, and even the crowd chants have gone through an overhaul to make them relevant to the teams playing. It's Sega's ambition that such attention to detail will succeed in conveying the real atmosphere of the competition. One thing though, does this mean that all the stadiums will suddenly grow empty if England get knocked out?



The update in Euro '96 will be as close to the expected line up as possible. Does that include a Tinker? Who knows!



Euro '96 will look entirely different from the usual Actua soccer screens.



The Saturn version of Actua Soccer will feature more set pieces to aim in these situations around the box.

J'ADORE LE FOOTBALL!

Is football an art form? Well, no, not really. It's a sport. But it does have its poetic moments and Euro '98 ensures they're in there: octet, setnet and coupnet. Because of the excellent motion capture techniques that have been used to reproduce a player's movements authentically you can see those volleys diving headers and bicycle kicks in all their awe inspiring glory. Chris Woods and Andy Sinton were used to create the realistic animation and just how effective this has been is seen in even the tiniest details like the swivel in a player's arms and legs when he shoots with the outside of the foot, or how he digs his toes in for a chip. It's just a shame they didn't get Lee Wright in there to motion capture some ecstatic celebrations!



PLAYER STATS

Lee Wright

| | |
|----------------|-------------------|
| Overall Rating | 85 |
| Speed | 80 |
| Strength | 75 |
| Accuracy | 80 |
| Control | 85 |
| Header | 70 |
| Shot | 80 |
| Pass | 85 |
| Goalkeeping | 50 |
| Defence | 60 |
| Attacking | 80 |
| Team | 85 |
| Position | Striker |
| Number | 10 |
| Club | Manchester United |



These reliable Spanish take on the top holders Denmark. Expect hair and moustache o-phily!



Each player's stats screen will show individual profiles showing their best and worst abilities on the pitch.





Big, one of the two characters from Final Fight, demonstrates his spinning kick.



Legal gets the old Street Fighter character Birdie, into a devastating straight boot.



a street fight named desire

Suckers these days are all coming from the pocket ya know? What happened to the noble art of beating the crap out of someone with your fists eh? Or doing them with a swift boot to the jaw? With the arrival of Street Fighter Alpha, ROB BRIGHT parties for his right to fight.



► Taking old characters in their place comes a mixture of the old and the new. From the original Street Fighter game, Birdie and Adon make a comeback, along with two renegades — Sodom and Guy — from that other Capcom classic, Final Fight. There are also two all new characters in the shape of Nash and Rose, both of which display more than a passing resemblance to famous Street Fighter II stars, Guile and Chun Li.

What these changes mean in short, is that there are now four new characters and four new fighting styles to master and oppose. The revamp doesn't stop there however. You'll notice from the screenshots the bar running along the bottom of the screen beneath each character. This is a power bar, and when it's sufficiently charged up you can unleash a super power move on your opponent and sit and gloat while it takes devastating effect. There are three levels of power to make use of, and when you reach full power on level three, a super move using all three punch or kick buttons will leave any opponent reeling. There's also the super move finish which consolidates an opponent's humiliation by slowing down the fatal blow and sending the screen up in a lightning explosion! Ahhh, happy days are here again!



BIRDIE: No style, no fusses, Birdie is simply a heap of chains and a bad haircut.



NASH: Eye exercises that become spinning kick on Nash. The later though still has level 3 power.



STREET FIGHTER ALPHA: There is the option to select turbo speed for extra quick hits.



NOW CLASS, I'D LIKE YOU TO MEET

Come on now, don't be shy! We're not going to bite you instead we're going to punch you very hard in the face or stomp your legs with a killing kick to the vital Core. Come on people, stand up straight, don't dilly dally! You Street You, the kick-priy with the ridiculous Arabian introduce yourself!

BIRDIE: You know that infamous psychopath that always used to loaf about the edges of the playground smoking crack? Well, this is his dad! Carrying with him a handy chain, Birdie takes his fighting style from favourite pubs like The Beer and Spillage. When he's all charged up, he pulls off an anticratic head-butt. He also grabs opponents with his chains and swings them around for a while. Just for fun you understand.

ADON: This nimble chap has no fireballs or sonic booms to boast of. Instead he uses hand to hand, or rather, leg to leg combat, employing his kick-boxing skills to full effect. He can leap huge distances to execute a flying kick and of all the characters he probably has the most lethal range of combinations. This is made all the more powerful by the fact that his super moves are combinations as well. So don't make any jokes about his cherry grin.

SODOM: And indeed he does, sad 'em that is Sodom is one of the defectors from Final Fight in which he played the part of a particularly nasty boss. He hasn't mellowed either. His weapons - a sai carried in each hand - are used for stabbing and general impalement. If that gets a little boring for him he's likely to execute the add throw or drag his opponent along the ground for maximum chaffing effect.

GUY: Despite the name, Guy doesn't own a chain of health food stores or run a hair salon. At least, not as far as we know. Rather he wanders about practising his pseudo-ninja techniques on any willing victim. He's very fast and agile and his gymnastic expertise enables him to somersault into throws! His super attacks see him perform a multi-hit combo and a uniquely majestic aerial attack. Don't mention ballet dancing to him though.

NASH: Nash is one of the fresh faces in Street Fighter Alpha. He sports a large blonde quiff and a pair of geeky specs, but there'll be no flashing his head down the toilet. Those ready to gripe about Guile's departure, gripe no more because Nash is in fact remarkably similar to him using both sonic booms and flash kicks as his special moves.

ROSE: Another new face, Rose shares some of Chun Li's characteristics, mainly in the speed and agility department. She is bigger built than Chun Li though and has a few curving moves up her sleeve. One of them is the ability to reflect projectile attacks making her very handy if you're facing someone who does nothing but send fireballs your way. She also flicks opponents with her chiffon blouse and throws the old finball.



GOSH, IT'S GREAT TO WORK ON SATURN MAG. WE GOT TO PLAY PANDAER DRAGON ZWEI BEFORE ANYONE, AND NOW WE'VE BEEN TREATED TO A MORE COMPLETE VERSION OF THE GAME FEATURING THREE MORE LEVELS THAN ANYONE ELSE HAS SEEN (EXCEPT SONIC). AND JUST BECAUSE WE LIKE YOU, AND WE GET PAID TO DO THIS SORT OF THING, WE'RE GOING TO GIVE YOU A QUICK TOUR AROUND THE ALL-NEW BEAUTEOUS ENVIRONMENTS OF THIS SERPENT'S TALE. HANG ON TO YOUR SADDLES, LIZARD LOVERS...

Up the Drago

Stage one

This is the stage everyone's seen so far. Your baby dragon kicks off the game with only stubby vertical folded-away wings. Much like Orville the Duck, the desire to fly is present although the ability is not. This makes it slightly tougher to avoid and destroy the enemy gun turrets perched atop the peaks and buttes of the terrain, but it does give scope for some amusing cowboy-like shoot-outs with similarly mounted foes. Halfway through the stage your pair reach a cliff edge and, depending upon your choice of direction, draggy sports wings for either a short glide to the valley below or a long-haul flight of doom through the arshy fleets of the enemy.



I wish I could fly, right up to the sky but I can't. The way? I can't.



Fly dragon, fly right up to the sky! The way! The way! And while you're up there, prepare to take on the equally lofty hordes of the enemy army.



Stage two

Whenever these terrifying invaders are, they are certainly soaked up well enough. Their air force is definitely something to be reckoned with, as is demonstrated in this stage. It's high altitude action all the way as you and draggy breeze your way through battalions of sailing aircraft. Although destroying the enemy is like shooting really really big fish in a small barrel about the size of a household bucket the stretch of the mission is made much kinder by the sheer volume of unfriendly fire blasting all around you. More a case of avoiding as much damage as possible as opposed to reflecting as much damage as possible, you'll have a hard time achieving the coveted 100% strike rate as you snort and whinny like some kind of flying eel through the barrages.



oners!



This is one of the prettiest Panzer levels ever. The lighting is gorgeous.



Luckily for the Forestry Commission, these giant brinks are indestructible.

Stage three

A more eerie and atmospheric level. Stage three is set in the thick of a tropical forest. Strangely enough, this means you're surrounded by trees, which provide excellent cover for your foes. The tricky lighting means you've got to keep an eye on the radar to track each threat properly, and the harsh woodland throws in as many navigational hazards as it harbours aggressors. But this is also one of the most beautiful Panzer stages going. The graphics are absolutely lovely, enhanced by groovy effects such as the shafts of weak sunlight filtering through the gaps in the leaf canopy. More of a work of art than a video game. Although perhaps that's a load of rubbish.



Stage four

Flying a dragon has one real advantage: Making you look really cool when you scream into the pub car park. And actually there's a second advantage - total mobility. Until you reach stage four, sadly, which takes place in a dark and damp tunnel not unlike the one linking the UK and France. But without any trees. Or duty-free at either end. And, luckily, you're not going to get caught up in a Passport Control sub-game either. In fact, it's just more blasting. But the confines of the tunnel mean you don't have half so much room to manoeuvre as you'll be now be used to. Obviously this makes it easier for those set on your side to take a good shot at you, so try to take them out as early as you can to prevent their fire from filling your vision (and then killing you).



Of all the foes you face in Panzer Strapsen Zwei, the deadly PMSG moth is the most heinous enemy, that's not very true. But look at those pretty legs. Nice aren't they?



Oh, it's a nasty underground sewer tunnel. My poor heart.



In case, the aim of this stage is to kill everything that you see.



The checklist to the right lists a briefcase with a useful piece of information. It could be a clue as to what to do next, or instructions on how to perform a specific move. Anything, really. Read all checklist for big results in *Don't Don't*.

There are all kinds of treasure chests in *Don't* with varying quantities of booty inside. The big red ones (as you know) contain extra weapons, such as bombs and staves, to aid in *Don't*'s arsenal. Others harbour food, keys, magic gems, spells, and all manner of other goodies. Red ones and black ones are the best. Just the best. Puffins.

All waterways in *Don't* run, like lots of water in real life, following a current. The drag of this current makes it harder to control *Don't* (obviously), and can lead to some tricky escapes or crashes as you try to position your plucky *Don't* only to have him washed away by a stream. Run through the sea to avoid the worst. Like success.



Arabian knight fever

The story of **the Story of Thor** was best described by Madness in their 1980 hit **Baggy Trousers** with the words "Baggy trousers, great big sword/ Adventuring around a strange fantasy environment invaded by an evil marauding horde". **We catch his new adventures...**

Back spreads and you'll notice a couple of ghostly red rats. It's easy enough to avoid confronting this particular group. Just don't read the sign in the middle of the race which warns you about them. Then they don't appear.

SIRIES SWENDE, THE LAST PRINCE OF ARABIA, CLEARED THE COUNTRYSIDE OF HOLEYONS, DRAGONS, CYCLOPS' AND TOM BAKERS, THINGS HAVE REMAINED QUIET IN THE VALLEY OF HORRORS. BUT WITH SWENDE NOW A WINDMILL OUR COUGER WHO CAN BARELY POINT HIMSELF IN THE RIGHT DIRECTION FOR THE VALLEY LET ALONE FIGHT OFF THE RAVAGES OF MONSTERS THE KINGDOM NEEDS A NEW PROTECTOR. AND THAT PROTECTOR IS YOU, YOUTHFUL THOR, A STRAPPING YOUNG LAD, TYPICALLY BLOOMY AND PAUN-HORNED FOR THE BOASTING HOY EMB-FIRE REGION. WELL, IT DOESN'T SEEM TO MATTER THAT THE MAJE SUPREME OF THE BEALM IS A PONEY BIG WHO'S SOON MORE AT HOME IN THE LINE-UP FOR BOYSIES THAN THE ARMY WHEN YOU'VE BEEN MESSING AROUND FOR FOREVERLY OF ANY FACILITIES IN THE AREA FOR THE LAST THIRTY YEARS. WELL THINK AGAIN, YOU LEP-LIVERIE SANNIBLES, FOR THE LAST THIRTY YEARS, I - THE DEPOSED BEALM OF THE VALLEY OF HORRORS - HAVE BEEN PLANNING, SCHEMING AND CREATING, AWAITING MY TRIUMPHANT RETURN. HAHA, YOU MEEEREN ARABIANI HAVE BEEN SPOILED BY YOUR EASY LIVING AND NEW-FANGLED WEAP. YOU ARE POWERLESS AGAINST THE OLD MAGIC, AND THIS IS MY DOWMAN, I, WARLOCK KEY HARRYPHALMERE I HAVE NO NEED FOR SILICON GRAPHICS TECHNOLOGY WHEN MY ARMIES OF STOP-MOTION ANIMATED GIMMICKY JUDGES ALONG THEIR PATH TO WAR. FOOH! HOW CAN YOU FELL WHAT IS MADE OF CLAY, BORN OF THE DEAD BATHS OF EARTH?

And once Arabi is mine, I shall stoop to conquer the riches of Inebriated, Light and Merg. Kwa-ha-ha-ha-ha!

But of course this wouldn't be my fun without raising the customary challenge to you, little adventures. My legions are in place, baggy pants, and if you want to save the miserable lives of your human compatriots now is the time to seek me out in my lair - if you dare!

AND NOW A WORD FROM SATURN MAG

Hello there. Of course, proper Sega players will know that this isn't the first time Thor has been asked to save the lives of his neighbours. The Story of Thor, his first outing, was released on the Megadrive about a year and a half ago.

ago. The basic premise of the game remains similar. It's an action RPG, which means whilst there's a great deal of wandering around and puzzle solving, it's all done through an action character interface, allowing plenty of scope for combat (al which there is lots) and laying as much importance on jigsaw skills as IQ. Nearly. For those players can expect a lofty level of intellectual challenge from this game. That doesn't mean you'll be asked questions on your specialist subject or hard-core anything, it's just that in order to get anywhere you've got to use a bit of lateral thinking, and try a few things that you'd normally think of as cheating a bit, such as using enemies as platforms and the like. But, following the normal pattern for RPGs, you can't just sharpen your sword and wade in against the mooks. Oh no. First, you've got to find the magic elemental spirits (detailed elsewhere in this Showcase) who aid your progress with their magic elemental powers. Only then, fully allied, are you ready for the main mission. But, because it's an RPG with a big map you're free to explore any time, it is possible (like in the first game) to get into the action with only a paltry couple of elementals instead of the full complement. And then you'll die.

That, whilst still awaiting translation from the Japanese for this country and America (and the rest of the world apart from Japan, presumably) is just about finished, and it looks pretty damn already. The graphics aren't totally groundbreaking, far from it, but there's plenty of visual effects on offer and the main on-screen ones are lovely and detailed. Whether the challenge and quality of the game live up to the promise of the pre-production version remains to be seen. First assured we'll bring you full details concerning its quality in a future issue. Probably the next one, in fact.



Fighting is where you still remember periods in your past, the cycle of release. But there it, that'll show the pretty fighters. All use of them here.



The picture to the left shows Thor's village chief, something the strange and fatal illness which has ravaged the village has destroyed. Luckily your little girl has powers of healing, so you're able to revive her. And like everyone else you and you can go back to fighting monsters without receiving any thanks at all from anyone.



Hard thor

Thor isn't just the Protector of Anibia because he's friendly with a couple of fairies. In fact, despite his hair, he's quite tough. Especially with his sword. For unlike other RPG characters, Thor studied at the Streetfighter School for the Arabian Martial Arts, where he learned the ancient lexicon of Special Moves. But he's a forgetful one is our Thor, and sometimes he needs to consult the carved obelisks littered around the game for tips on how to perform them. Some obelisks (with the best tips written on them) are hidden away in tricky secret areas, and they're well worth seeking out. But for you, the prospective player, here's a quick rundown of Thor's staple manoeuvres.

STAB: Press the attack button quickly and Thor jabs his sword out. Doesn't do lots of damage, but you can quickly repeat the process. **SLASH:** Keep the attack button held momentarily before release for this more potent swipe, which decs most opponents, but doesn't kill many. **JUMPING KICK:** Airborne enemies, and tall ones, and ones climbing walls, and some other ones, are particularly vulnerable to this quite weak attack. Run towards your enemy with a double-direction-press and attack. You'll run your foe straight through for multiple hits, ending in a harsh slash. **UNSTOPPABLE KICK:** Pull off a kind of Sonic Boom movement for this action. Good for avoiding attack whilst causing serious damage, but hard to make it connect. **SMITE:** Whirl the joystick in a circle and hit the fire button and Thor exhibits the most powerful attack in his arsenal, spinning his sword around in an arc and decding anything in its path. Causes fair damage (although not loads), but very useful for getting out of a corner.

Serving spirits

Thor isn't exactly defenceless. In fact, he's a bit tasty, if you know I mean. Put it this way, if you split his past of sand juice you'll be well advised to get him another one in a sharpish. Unless you're a big starhead, in which

case you should check to see if he's with his mates before laughing at his wet looks and calling him a girl. For Thor's pals are faeries. Now if someone told you their best friends were faeries you'd probably avoid them anyway, ever keen to avoid a potentially dangerous nuisance. But Thor's friends are *real* faeries, that he's found at the bottom of his garden. Don't laugh—it's true. The initial thrust of Thor's quest is to find the six elementals whose magical powers are essential to Thor's triumphant progress. Each elemental is imprisoned by the evil mirrors of Hairythanes, and once freed remain the loyal servant of our hero. Being naturally shy his cohorts stay out of view until his magic realm shoots a Summoning Bolt against the element which corresponds with the elemental required (ie water for the Water Spirit, a hole in the floor for the Shadow Spirit). Each elemental is equipped with three magic functions. Two of these are generally attacks, with the third being a unique skill, such as healing or stretching through gaps. But the thing with faeries is that they're magical creatures, and require a steady supply of spiritual mana energy to maintain their corporeal presence. Luckily Thor has a blue bar full of the stuff, and is only too happy to share it around. Simply having an elemental escort costs mana, and using their powers costs even more. Once all your mana is gone the elemental disappears, but once your elemental disappears your mana refills to full power, allowing you to summon them again! Hooley for the faeries!



Family thor tunes

The music in Thor was written by none other than Yozo Koshiro, also responsible for the soundtracks featured on Streets of Rage 1, 2 and 3 and Shining in the Megalopolis. He's a popular man in his native land, where his CD remakes of game music sell strongly well. For Thor he's gone all John Williams and written a classical-sounding score to enhance the fantasy atmosphere. Well done, that chap.



The bosses in Thor are as ugly as they are dangerous. Each has a number of attack patterns and takes a lot of damage before, like Gollum here, taking the bucket. Not as with most games however there's always a workable system in their defeat.



 **SHOWCASE**

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...and out come



the wolverines

I am the X-Man, I am the X-Man, I am the walrus, sang the Beatles, thus pre-empting Stan Lee by a good five or six years in his creation of the mutant superhero phenomenon. Now Capcom reinvent those Sixties Marvels in their latest beat 'em up. Homo Sapiens Superior's own **RAD AUTOMATIC** checks the SP...

h THERE, HUH? I'M SUGARBO, LEADER OF THE GENERATION X MEN. WE'VE A SUPERHERO TEAM WHO DO THE ONE AMAZING THING ADULTS TO ADORN ANYTHING PROPER JOHN. MY UNUSUAL POWERS OF LOW BUDGET VISUAL STYLE DEFINITION ALLOW ME TO SPONTANEOUSLY REARRANGE ANY CRAP I WANT, THIS ASSURING MY VIEWERS ASSIGNMENTS HANGING OUT AT YOUR OWNERS INTRODUCING THE CUSTOMERS AND TALKING TO MY FRIENDS INSIDE THE COUNTRY. ONE OF THEM IS CONSPIRACY KID, THE BOY WHO RECOVERED THE CIA AND ALIENS AND KILLED EVERYTHING THAT HAPPENS. NO IMAGE OF FIGHTING A DANGER PLAN IS EVEN THE MOST IMPORTANT OF EVENTS - SUCH AS CATCHING A BUS - MAKE HIM UNDESIRABLE TO OUR COUNTRY. ESPECIALLY WHEN COMBINED WITH THE MIGHT OF BLOODY BEAST, GIVE WITH AN ENCYCLOPEDIA KNOWLEDGE OF ALL SCHEDULED TV PROGRAMMES. THE WAY THESE TWO CAN OPEN A YAWN ABOUT HOW BEAST'S SHIRT SLEEVES WOULD USED TO REFLECT SUBCONSCIOUS UNDESIRABLE INTO MILLIONS OF PEOPLE HAS TO BE SEEN TO BE BELIEVED. THE TEAM IS COMPLETED BY PERSONAL INVESTMENT LAB - CURRENTLY MAINTAINING IN THE EFFECT OF CARTOONS ON THE WALL ON DRUGS - AND THERMOMETER, WHO DOESN'T HAVE TO SPEAK BECAUSE HIS MOUTH SAYS IT'S UNUSUALLY ACTIVE.

Together we make the most awesome inactivity force known to man, consciously ceasing to apply ourselves. And what's the secret of our power? Not what it was always X-factor? Why cable TV and Sega, of course, without which our mutual quest to not have the house would existentially pose an uphill struggle. But what do a bunch of superheroes do when it's time for some old action. When the chips are down and the world needs saving? Why not, we plug in X-Men Children of the Atom and let those silverballstastic-yakbag taste some real power. And after that we drink coffee and talk about how Star Trek was a totally veiled Stakefield manifesto, depicting how all those capitalist countries (represented by aliens) who oppose the equal community (represented by the Federation) would be crushed by the superpowers of Communism (the ironically-titled Enterprise).



I once saw a Spideeman and his Beating Friends with the E-Man in and they thought Apartment in that, too. Wolverine got his claws stuck in a brick wall, which was odd.



Each character runs through their own little selection routines before a level begins. Wolverine's is dull. He appears from inside a block of ice in the shape of the word ICEMAN. That's just being plain silly.



I once saw a Spideeman and his Beating Friends with the E-Man in and they thought Apartment in that, too. Wolverine got his claws stuck in a brick wall, which was odd.



YOU SAD MEN!

Hey—great bed! We haven't got to that yet. First we're going to help you, the hero/dinosaur, familiarise yourself with the super-make-believe world of Genesis we inhabit. Some of you may already be familiar with the basic mechanics. The idea is you, the heroic player, take control of one super-being and take him/her against opportunity (chick-flick) into single combat against another super-type. Once you've beaten all the other superpeople in town you're declared Master of Peace and Justice. But this isn't like most other one-on-one fighting simulations. What martial arts play their part in the outcome is down to the success or failure of your character in combat is mostly decided by your aptitude with handling their variant powers.

See, this isn't like ordinary beat 'em ups. As in Super Strikers, you can only take one, with great power comes great destruction potential. Nowhere is this more evident than with the Create a Combo law. It's a new Capcom flourish, and X-Men is the first title to be given the benefit. Create a Combo allows the player to add little up combos, as they go along. None of this takes a Dragon Punch with a lightning fist kick business for these martial arts. It's all states. As long as your opponent is vulnerable it's up to you to keep them that way, using whatever moves you feel (amplify or applicable). This takes control away from you and allows you to think on your feet a lot more, although it takes not a certain long-term strategy element and does give the player for some clever multiple-hit combos.

SOUNDS X-TASTIC!

The sheer scale of destruction potential carried by these combos is demonstrated by the environments in which you fight. True to their comic book counterparts (reading comics is also a big part of the Generation X-Men's hit plan) the backgrounds for each level are susceptible to being totally demolished by liberal use of super powers. Each level is taller vertically than horizontally, and it's possible to access new backgrounds by crashing through the weak floors of the stage you're on. Whilst the pair of you plummet to the next level down there's a good opportunity to get in a couple of good hits, with projectile weapons or special moves, until you both land. This fall hazard allows for more height escape too, utilised by the Super Jump function. What's good about the superjump is that it sounds really snazzy but it is in fact quite plain. Once your character has jumped into the air, quite a height, usually given your special mutant hero powers, it's possible to tap up on the D-pad and jump again in mid-air! Obviously bigger, bulkier characters with low jumping prowess don't get the full benefit, but little dexterous characters like Wolverine can reach some awesome heights. This is particularly useful for dodging projectile attacks, or surprising a foe off the floor.

Now the quicker ones amongst you may have noticed some unusual references to projectile attacks. How could one snipe an opponent with a projectile attack whilst falling at different speeds? Why use a double jump to dodge a projectile? Well, true believe, the answer lies in Capcom Vector Theory. A dead cat to reach other Capcom beat 'em ups in the near future, this little feature revolutionises the use of long-range attacks in fighting games. Simply put it allows your character to fire their energy attacks in any of three directions. The basic D-pad manoeuvre for the move remains the same, but the punch/kick buttons used to activate the attack determines whether the bolt is loosed diagonally up or down, or straight ahead as usual. And, even better, you can use any projectile in any direction whilst jumping. That's the benefit of super powers for you.

X-MEN IS REVIEWED ON PAGE 70



Silver Samurai and Wolverine are mortal enemies. But then, everyone in this game and Wolverine are mortal enemies. Use his hands. He'll just fight anyone, but not...



Cyclops is one of the best characters in the game thanks to his optic blast power. But he's also pretty tasty when up in a spot of trouble. So pick him.



If you give us your right you'll see a number of attractive-looking pictures of the D-War and their enemies getting ready for a bit of ugly-karvy. These will have the utmost respect are interspersed with those of the many gaming features awaiting your eager joystick fingers. Sadly though, such frames is only an access for about one billionth of a second. So perhaps you should close it and watch it in slow-motion if you'd like to get a better look at the real thing.





This is Cyclops' Super Optic Blast X-power. Sadly for Spoons, Silver Samurai has Medusa. That means no sixteen-bit Super Fields for him, oh no.



This job is also coming to its next level soon after smacking the Four to bits.



These destructible floors really enhance the hit-vs-combo-like environment tracking action. Plus they're an extra tactical consideration to play around with.



THE X-MEN

Wolverine

Short and aggressive Canadian bloke with big sides. Sides probably more offensive than the six razor-sharp Adamantium claws protruding from his hands, which whilst able to claw through anything, at least don't make him look like a mid-eighties Seventies throwback. Still, he's one of the best characters in the game thanks to his incredible speed and combo potential. Special moves lacking, however.

Psylocke

Heey! It's a British character! And she's a... er, a psychic ninja. Oh alright, it sounds a bit far-fetched, but it's true. Given her mix of the martial arts combined with her glowing Psychic Blade spin (a bit of horizontal Dragon Punch) and Psychic Flash (equally mind-boggling energy punch) she's a force to be reckoned with. She's also the fastest character in the game, if that counts for anything.

Cyclops

The original X-Man and possibly the most boring super personality in the Marvel Cinematic. Not that his powers are boring. His incredible Optic Blast concussive power attacks are ace, and can inflict some mega damage. But he's really wispy-wispy and a proper authoritarian. You get the feeling he really would have liked to have joined the army. Or been an accountant.

Iceman

The jovial personality no superman is complete without. That is to say, the pain in the arse no superman would hesitate to get rid of if their superpower was, say, Being Good At Languages or something. But he's the master of ice, able to freeze the moisture in the air and use the resultant frost in any way his imagination suggests. In the game Iceman has severely limited personal combat skills, but his special moves (ice flares and the giant ice boulder called the Ice Avalanche) are great.

Colossus

A big hulking Russian who turns himself into an invulnerable man of living steel. Obviously he's been tased down for the game, otherwise he'd just steam it, ignore all the attacks levelled at him because they wouldn't hurt, and then smack his opponent in the face, thereby decking them. Colossus is now the Zangief of Children of the Atom, with loads of devastating throws but slow movement speed.

Storm

Leader of the X-Men and able to control the weather. Not just useful to have around at all because her command of the elements is quite handy in combat too. Her lightning and wind blasts are formidable, and clever use of air currents enables her to fly too, which is good for getting out of the way. What's more she looks a lot better since she lost that debt mobian.



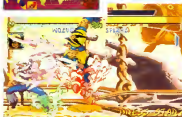
BORN IN THE USA - IT'S THE BOSS!

Like any good Capcom beat 'em up (of which there are many) X-Men wouldn't be complete without its end-of-game bosses. Children of the Atom has two - Juggernaut and Magneto. Needless to say they're both incredibly rock. Juggernaut is absolutely huge and his normal attacks alone are incredibly powerful, plus he takes very little damage from your chosen fire. Magneto, Master of Magnetism, is the baka at the end, and you've got more chance of contacting Neo-Nazi's than hosting him in his home base of Asteroid M. But if you do you're treated to a character-specific ending. Anyway, if you can't be bothered fighting all the way to the end to see either of them, there's hope for you. Luckily, we here at SATURN MAG are ace, and have the cheat to allow you, the player, to select Juggernaut as a playable character. Hopefully we'll have the Magneto cheat for next month, along with a full list of moves for both characters.



PLAY JUGGERNAUT!!

Find head directly to VS mode (you can't, sadly, play juggernaut in one-player mode). Now enter the cheat to play as Akuma Long (detailed elsewhere in the Showcase). Play through one level as Akuma. Now head back to the character select screen and press **UPLEFT** twice, that's diagonally Up and left, in case you're interested. Twice. Juggernaut's portrait appears and presto - you're in.



X-Men is one of the bestest games you'll ever see, with riffs, explosions and special effects showing all over the screen all the time. It looks brilliant! In fact it looks like boss

DEFEAT THE OBJECT!

Another hidden bonus in X-Men: Children of the Atom is to completely destroy the purpose of the game and play as Streetfighter character Akuma Long! Yes, why play as a superhero in this superhero-based beat 'em up when you can control a martial arts character from a different game? Why did you buy X-Men, exactly? Anyway, if you've got no imaginations and want to control Akuma instead of the characters which the very branding of the game would intimate you like, we'll tell you how. Because we're nice like that. PS - Beware, there's no character portrait for Akuma, so you might not realise the cheat's worked.

If you're playing as player one in VS mode: Move the cursor to **Spral**, wait three seconds, then move around in this order: Silver Samurai, Pylocle, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red. stop on Silver Samurai. Wait another three seconds, then press A, Z and C together.
If you're player two in VS mode: Move the cursor to **Storm**, wait three seconds then move around in the order: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Pylocle, Silver Samurai, finish on Spral. Wait another three seconds then press A, Z and C simultaneously.



Colossus is absolutely wild. Do not pick a fighter with the eyes.



Ready for Cyclops, who has finally got the hang of his 3-year attack.



Oh, that looks a bit weird, I certainly wouldn't want one of those up my trousers.



Remember this - open ending may look nice, but it can save your life from a white-hot optic blast. Listen to your music teacher.



X-MEN

TERMINATOR X

So what makes these X-Men so damn "X", then? How come they get a cool prefix like "X" when the rest of us are just known as twerfers? Why it's because of their X-powers, foofah mortal. And believe it or not, X-powers are different from regular powers, too. To utilize an X power you need to fill your X-bar, located just under your energy bar. That's easy enough - just use your special moves lots. Then when that half full you can use your loads' moves (not all characters have these). A bit more full and you've got some a little, fill the beauty up and you're granted access to your amazing, specially X-moves, capable of reflecting up to 500% hit! Don't get too excited though, because some of them, like Kenan's wicked Ice Storm, don't do all that much damage. They're hard to block and look brilliant, and some - like Spiral's Mutamorphosis, where she transforms into every character in turn and whacks the bejabbers out of you - are drop, taking, but don't put all your faith in them. Just to show how these moves are, however, here's a - scattering of pictures of them.



Silver Samurai has three different sword-embedding 2-powers. This one is his Stone Sword, and it's rock.



Wolverine doesn't appear to be getting nearly as Wolverine's director of this point, he's going to get badly slashed.



THE X-FOES

Omega Red

Well done for putting this nonsense into the game, Capcom. Omega Red might be scary and loud, with his extendable tentacles and all-round toughness, but no-one cares a fig who he is. Anyway, Omega Red is a cybernetic experiment blown with flailing tentacle arms which allow him to throw and electrocute his enemies. He's absolutely rock, and well worth getting to grips with (no ho).

Spiral

Another character with more than their fair share of arms is Spiral (who has six, not counting legs). Spiral's got some good moves, even though some of them look really stupid (like the punch where she licks herself into a giant fist). The Dancing Swords move (consisting of six floating swords jiggling about) is top for confusing, and maiming human opponents, although the computer usually sees through it.

Silver Samurai

He's big, he's hard, his sword can cut through land, that's the Silver Samurai. Like Spiral and Omega Red, SS is a sworn enemy of Wolverine's. Not that this makes much difference to the game. He still just wants to kill everyone. And he has every chance, thanks to a whacking great sword, surprising manoeuvrability and lots of nasty projectile moves (energy shurikens, if you're interested).

Sentinel

The biggest meanest robot you've ever laid your filthy eyes on. Developed by Whataboutname Glagrich to smite the mutant menace, these are self-programming androids with lots of big guns, rockets, mini-sentinel drones and other hideous mutant-control devices. And it can fly! Lawful Rock hard to beat, especially when under the control of the computer. Use low attacks. It's your only hope.



This is Cyclops' Storm System. And damn he married Jean Grey, aka Marvel Girl, that's exactly what he is. A Jean system. Oh he is. Anyway, it's a bit like a dragon punch.



holding out for a hero



You might **think** we gave away **everything** you'd ever want to know about Guardian heroes in our ace Showcase within Issue 3. **Well we didn't.** So just to **spoil the surprise** even more, here's a special SEGA SATURN MAGAZINE Update...

guardian heroes is the first game to really show off the phenomenal sprite-handling capabilities of Cpt. Sega's favourite cabin boy. And whilst we laid our guts to bring you as much info as possible on Bossan's go-bit tour de violence a couple of months ago, there were still a number of secrets to be made to the final game. Luckily we're great, so we thought we'd add to our already lavish coverage of this top-tier classic with a feature-exclusive Update. If this isn't enough for you, keep your fingers pinned for next month's issue, when we'll be printing a full interview with the chivalry chaplain behind this resurrection feast of death.



CHOOSE YOUR OWN ADVENTURE

Guardian Heroes differs from most action games in that your progress is heavily plot-centric. Usually it doesn't really matter what you do in a game, the idea is to reach, confront and destroy the very final boss. But Guardian Heroes allows the player to decide which adventuring road their characters travel. At the end of each stage you're presented with a number of follow-up options, each of which heralds a new beast in the story. You can quest for magic weapons, and a peasant revolt, or fight a big plant monster. And each of the possible final stages has its own ending. So you've got to complete the game at least six times to see every thing. Hooray for such longevity-extending foresight.



Wingman! (left) or
merciless! (right)

CHOOSE YOUR RABBIT

We've already told you about the six-player battle mode. But we haven't told you about the characters available for your fighting delirium. Well, baby, get yer laughing gear around this – every character in the Story Mode is player selectable, once you've completed the game enough times and defeated everyone to access the hidden boxes. That means there's a choice of FORTY-FIVE possible protagonists. Some of them, like Bifferly Citizens, are crap. Others, such as Mythical Winged Mamm-ka of Compton, are exceptionally rock hard.



NO PREVIOUS EXPERIENCE REQUIRED

Although you'll never accuse Guardian Heroes of being an RPG, the best 'em up point that you are, it does borrow certain elements from the popular adventuring format. Chief amongst these is the experience system which improves the performance of your character. Each enemy slain adds experience to your total, and once you've accumulated enough points your character scoots up a level (indicated by an on-screen Level Up flash). At the end of each game level your character's energy bar is beefed up according to your new level, and you're given the chance to boost characteristics such as strength, magical ability and so on, with one Status Point awarded per new level gained. What a fab idea.



AND IT'S IN ENGLISH TOO!

Obviously one of the best things about the new English version is its lovely new English text. This means the story will soon be legible to those of us not blessed with Oriental language skillzology. And, in fact, so will all the stats and other bits of writing. The translation is currently being undertaken by a team of crack elite language specialists – like the SAS of the intercultural communications world – and should be almost complete by the time you read this.



CITIZEN CANED

Oh Guardian Heroes may look jolly and bright and cartoon-esque and warm-hearted, but it has its dark side. As well as the usual round of bean-ed beasts, undead and demon intelligents wandering around the show, the GH environment is also populated by innocent villagers and regular citizens. Not very evil sounding, admittedly, but these feeble non-heroes are especially vulnerable to a chop in the neck from a sword. And should you, supposed protector of the good, whack too many of the defenceless you're branded a villain and, if you complete the game, you receive one of the Dark Endings on offer. Ooh, you scary beast.



ISSUE 3 HAS ARRIVED

MAXIMUM



Review Index

This month, the reviews index people have employed an advertising agency to create a television advert to promote their page. This is how it goes
[An old duffer wanders from shop to shop in weary fashion. Cue 'Yellow Pages' music]

OLD DUFFER: Excuse me, I don't suppose you have a game called X-Men by Capcom do you?

SHOPKEEPER: *[Soundlessly]* No. Bigger still you old git. *[kicks OLD DUFFER]*

[OLD DUFFER solemnly wanders home]

OLD DUFFER'S DAUGHTER: *[sympathetically]* No look dad? Don't worry. *[hands him a phone book]* Here, try Saturn Mag's review index.

OLD DUFFER: *[on the phone]* Is that the review index? Ah hello! Do you by any chance know of a game called X-Men by Capcom? You do?! Oh that's wonderful! Page 70! Excellent! Ahh yes, my name is J.R. Capcom. *[Cue ironic flourish to the music.]*

| | |
|---------------------------------|-----------|
| X-MEN | 70 |
| DARIUS | 72 |
| BAKU BAKU | 74 |
| NFL QUARTERBACK CLUB '96 | 78 |
| HANG ON | 80 |
| TITAN WARS | 82 |



| | |
|---------|----------|
| BY | CAPCOM |
| PRICE | £44.99 |
| STYLE | FIGHTING |
| RELEASE | MARCH |



It seems Capcom have exceeded all expectations of excellence with their latest license. It's better than you'd ever believe. Honestly, X-Men is like getting hit by a massive train locomotive.

It has to be said that we at SATURN MAG were unsure if Capcom would ever come out with a game to supersede Streetfighter in all its various incarnations. They were upping the stakes of the graphics and adding loads more special moves and combos, but the ideas were starting to look a bit tired. But then, against all expectations, they came up with Darkstalkers, Streetfighter Alpha and X-Men: Children of the Atom all at once. The clever chaps.

Yes, to the untrained eye there are two dimensional beat em ups which are evil and must be destroyed but this is no Neo-Geo style genre plus room carcer. All three of the above mentioned titles scored heavily for originality, and of them all the best (atm yourselves Streetfighter fans) had to be X-Men.

For starters it's the first time comic book superheroes have been successfully translated to game format. Many games have tried, but apart from (maybe) Superman on the Megadrive years and years ago none have triumphed in capturing the atmosphere and abilities of the various awe-inspiring protagonists. We were beginning to think the X-Men were just too powerful for one game to contain.

But they've all survived the transition perfectly basically. X-Men is the best 3D fighting game you'll get for the Saturn. Maybe ever or maybe until Marvel Super Heroes comes out. But for now it's certainly the best. But why? That's what you want to know isn't it? That's all you slogs ever want from us: information. What are we, your personal slaves? Well for once I don't mind telling you why because the game is so dear to my heart I feel I may burst if I do not post my love for it immediately.

For a kick off it's arcade perfect. Apart from a couple of frames of animation missing (and you'll never notice) everything from the coin op is there in

full screen or vision too and running at full speed. All the little features such as Auto Block and the game speed select are intact along with whole new game-play options such as Survival Mode, Team Battle and ooh... everything else tickling. Plus of course as Capcom fans would no doubt be hoping, you can play as the bosses.

But it's not the beads and trinkets that make X-Men such a fine figure of a game. It's the way each character has been so intricately designed and matched up against one another. The special abilities and X-powers of every participant put them on the same level whilst the vast differences in their play style keeps every character an individual. Plus of course, the game shifts at a million miles an hour.

The visual effects, the explosions, the optic blasts and so on keep the screen looking incredibly busy at all times and the Saturn shows some impressive muscle when moving a couple of the huge character actors (like Sentinel and Juggernaut) around without slowing down. The sound consisting mostly of uber quality samples, adds to the atmosphere more than you'd normally expect. Great effort has obviously been expended to match up the voices of the classic tex properly. And the Sentinel sounds best.

Basically this is one of those games which transcends regular style boundaries. It doesn't particularly matter what kind of games you like, you're guaranteed to love this one as if it were your own little baby game. The tight controls (the physics of moves, the imagination that's gone into its creation, the Create a Combo law which makes just about every punch or kick the starting or end point for a string of moves born from your own fevered brain) all conspire to produce a landmark of the genre. Don't forget to buy this. It's absolutely corking.

8.8



All the over-the-top visual flippity of a comic book has been translated perfectly. Well done, Capcom. You're ace.



In real life Psylocke would just use her psi-abilities to calm down boss instead of fighting with him.



X-MEN: CHILDREN OF THE ATOM



These falling enemies cause absolutely no damage. So avoid them.

Colossus is a big lad. And Wolverine's a very small one. But they're both hard.



Cyclops and Wolverine, no doubt fighting over that Jean Grey woman apple. However, they're like a pair of tits than two.

Almost impossible to beat for depth, challenge and full-on general brilliance. Everyone must own this game, whether you like comics or not.

People like the huge quantity of action occurring in this here screenshot, you'd find, if you saw it coming, that there's no slow-down at all. Not clear.



| | | |
|-------------|----|------------|
| graphics | 93 | overall |
| sound | 94 | |
| playability | 94 | |
| lastability | 96 | |
| | | 94% |

| | |
|---------|--------------|
| BY | TAITO |
| PRICE | £34.99 |
| STYLE | SHOOT 'EM UP |
| RELEASE | FEBRUARY |

So it might be **one dimension** short of a full **geometric** perspective, but does **Darius** deliver the required **kill-count**?



Darius sounds like the kind of name an unfortunate Sammy nose-waxer (the kid) would get lumbered with by his double-glazing-obsessive parents. But it is in fact the name of a distant and fictional star. As anyone who read last month's Darius Showcase would immediately have known. So that's got you hant' it, you fair-weather fans? Thought you could get away with mixing an 'hwe, didn't you? But instead you've gone and missed all the in-depth information on a game we're about to praise right in front of you. Well there's a subscription ad in every issue you feel, so you can't say we didn't give you the opportunity to keep ahead.

Right, so Darius, for those of you too slack to know it's a fish blasting shoot 'em up set in the depths of space. Not real fish, obviously, but giant robot fish. Not many real fish would be much of a match for a fully equipped space fighter. But they look like fish nonetheless. And they act like fish. Apart from firing lasers and missiles from every part of their bodies.

Although that's pretty standard piscine behaviour up the Hunter's Estuary.

It's not like Fazer Dragon or any of those clever modern games at all - all these fishes are in glorious Technobour 3D and the background scrolls constantly from right to left. It's an old school looking with the class (about as it were) shoot 'em up where power-ups and KSI-inducing jagged movements make the difference between life and death. That and great stamina in enduring mock-opera

soundtracks. For indeed, much of Darius is plagued by some fat bird warbling away like an Old Spice advert. But don't worry too much, because the sounds of your own mass destruction do a lot to drown her out. And if it bothers you that much there's always the volume switch (Sp - use this to turn it down).

Now there's an obvious argument against Darius' existence. It's 1996, for god's sake, and we demand polygons, multiple perspectives and tri-dimensionality in all things. Well, if you want to think like that, go ahead and petanque-bomb, but you'll be denying yourself a pretty slice of the enjoyment, cake for Darius is actually 2D. Everything might be 3D but don't let that distract you from the general beauty of it. The game features some huge boxes, billions of sprites on screen and lots of colour all over the shop (especially in the gorgeous backgrounds). Plus it's one of the toughest shoot 'em ups I've played in a long time. It's massively challenging (five days' worth) on Easy mode, and a considerably more testing feat on Very Hard. Plus the option to choose your route through the twenty-six levels (you may only complete seven to finish the game) adds further longevity mileage. Even once you've beaten Darius there's still be plenty of stages you haven't seen, and each one has its own personality and hazards.

Darius doesn't match up to Virtua Fighter 2 as a showcase for the Saturn, but it's still a game enough for most players to get a kick out of. There's more going on at once than you'll find in most any other title at this time, and you're guaranteed Funimation. Forget your 3D-bit preconceptions and try it.

RAD

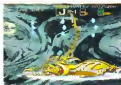
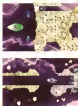


My other fash! Check that six asterisk! Mui!

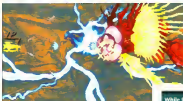
Darius



Ye want bosses? Well, Darius has more evil mutant fish than a Charo! cheese! Each boss must be defeated in stages with its دشمن gradually weakening. Now is the time to see your ultra special weapons!



Did you hear about the fight down at the ship shop last night? Apparently six fish got behind! Hahahahahaha! Aahh, princess!



Here's a demonstration of the mighty power your small and seemingly insignificant ship is capable of producing. Goes with the cool Death to the Tank! King!

Lots of psychedelic weird scenes that you're suddenly disoriented. Higg was present.



While Darius doesn't grab you by the 32-bit scruff of the neck, it remains a very entertaining shoot 'em up, full of action, thrills and fish! A welcome change from all that confusing 3D stuff.



| | |
|-------------|----|
| graphics | 80 |
| sound | 81 |
| playability | 83 |
| lastability | 84 |

overall

80%

| | |
|---------|--------|
| BY | SEGA |
| PRICE | £39.99 |
| STYLE | PUZZLE |
| RELEASE | MARCH |

You know how life is. It's survival of the fittest in this game buddy. Man against man. Dog eat dog. Monkey eat banana, mouse eat cheese, rabbit eat carrot and panda eat bamboo shoot. Um, what exactly is going on here?



However, despite the titles amusing simplicity the action is surprisingly addictive (even though in one player mode it's very easy to complete). This is mainly because in two player mode it's probably one of the most competitive games you'll ever come across. There's nothing quite so game-inducing as activating a whole sequence of fruits on to an unsuspecting opponent, then watching their face drop as they begin to lose control of the proceedings and the blocks become ever closer to the top of the play area. If you're already a fan of these types of games it's likely that you will have already encountered this in a number of different guises, and nothing much really changes when a new one comes along, but at least Baku Baku has an excellent novelty attraction, plenty of silly graphics and brilliant slapstick music. This results in a more atmospheric play than most games of this type, and as usual, the action is hopelessly addictive. There's seven stages to conquer in one player mode, and the time it takes to do this simply depends on the degree you become addicted to the gameplay. Play it once a day and it may take a week to complete. Play it continually and you'll crack it in a couple of hours. But in a way, the point of this title isn't to finish it, as the most enjoyment comes from playing it over and over again against someone else.

At the end of the day whether or not you'll enjoy Baku Baku largely depends on what type of gamer you are. If you're after a game that boasts technical excellence with moves to learn and secret features to discover, Baku Baku is likely to disappoint. However, if you just want something that's great fun to play which also offers incredibly addictive action, then Baku Baku is almost as good as it could ever get.

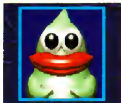
SAM HICKMAN



Yes, for fans it's Sega's very first animal hospital type game where you, Bill Harris M.D., get to save all the little animals from starvation and a life on the streets! Yes, you can make a difference!

Actually, maybe that's taking things a little far. Baku Baku isn't really the animal hospital at all. Not even a little bit. But there is an abundance of small, funny creatures in this game, and they all need feeding too. Amazingly enough, this novelty title was developed by AM2, the very same people who were behind Sega Rally (both in the arcade and on the Saturn consoles), although people looking for an abundance of 3D trickery or astounding special effects will probably be very disappointed.

What Baku Baku animal does offer though, is some of the most addictive puzzle play since Tetris. In fact, the basic premise of the game is very similar to Tetris's classic - match up similar shaped objects - in this case vegetables - into some kind of logical form before they reach the top of the screen. More than one vegetable along with its respected owner means that the whole line will disappear (the crying starving animal will cheer away through the whole lot) and fall on to the opponent's play area. Sounds too simple for a machine such as the Saturn? Well that's all there is to it - almost. The real skill of Baku Baku is to line up as many rows of fruits as possible and by setting off just one line, allowing a chain reaction of sequences to follow. And yes, that's really all there is to it.



Baku Baku Animal



At the beginning of each level, you're treated to a little story, and if you manage to complete the game, there's a special surprise!

DOWN ON THE ANIMAL FARM

There's up to five animals that can be selected for play in Baku Baku Animal, and each one has their own preferred choice of food. Remember, to make lines of fruits disappear, you must match them with their animal owner - but don't be too hasty: if you waste the animals on just one fruit then you'll get into trouble later on in the game, when the animals become more scarce. So for your information:



MONKEY
Obviously, eats bananas. Starts to howl if you don't feed him for a while.



DOG
Loves a bone or two. Or ten. However unlike most dogs, he won't eat anything and everything, preferring to stick to his daily dose of marrowbone.



PANDA
Eats bamboo shoots like there's no tomorrow. Another cny baby when he becomes hungry.

RABBIT
Line up the carrots with the rabbit and he'll cheep his way through the whole lot. Cries when hungry.



MOUSE
Really, he should eat little insects, but this is a bit of a veggie peace-loving game so he prefers to chew on cheese. Which is fair enough.



BONUS
If you see any of these coins appear on the screen, try to drop them on your most surplus stock. They'll get rid of the whole lot for you.



As you can see, Player 1 isn't doing too well at the moment, and is about to start getting hard-hat. However, to get the most out of this title, you really have to play it against a human opponent!



It's like a really soft forest. Day out as hard.

A brilliantly lighthearted game that will appeal to puzzle and action fans alike.

graphics 80

sound 81

playability 90

stability 89

overall

90%

CHECKPOINT 1

THE RACE GETS TOUGHER AS WE RECEIVE YOUR FIRST TIME ATTACK ENTRIES!

As usual, the SEGA SATURN MAGAZINE office has been steadily swamped with entries for the Sega Rally Time Attack competition, proving that the game is indeed very hit as popular as the CD claim suggest. However, most of the times we've received so far, despite showing records of our qualifying times, aren't doing quite as well as we'd hoped. In first place at the moment is Leonardo Traversari from London with a healthy 3:05.78, putting him just under two seconds in front of the nearest competitor. Anyone Time Attack winner Damon Ward if you think you can beat these times, then get to it! Now!

Can you beat these times? Well, let's hope so - after all, these may be the best of the lot but they're still a pretty pathetic bundle. So get practising and get those times in! The closing date to get your times into the next issue is MARCH 4TH. Send entries to: SEGA RALLY TIME ATTACK COMPETITION, SEGA SATURN MAGAZINE, SHAP IMAGES, PROBY COURT, 99-99 FARMINGDON LANE, LONDON EC9 3JU.

TIME ATTACK RULES

To enter the Time Attack Competition, you must complete one lap of each of the three standard courses in Sega Rally. Record your best time for each lap, then add all the times up. The accumulated time is the one you'll need to send in to us. Send entries in by POSTCARD ONLY. Any winners will be required to send in video evidence of their achievements, so it's advisable to record your best times on to video now. DO NOT SEND A VIDEO NOW, if we require you to send a video in, we will contact you. You will also need to video your Saturn necessary screens. So, to clarify:

YOU MUST COMPLETE: ONE LAP OF THE DESERT TRACK, ONE LAP OF THE FOREST TRACK AND ONE LAP OF THE MOUNTAIN TRACK!

Now add up those three times and send the result in to us! Simple!

Incidentally, we can't be responsible for any entries lost in the post and please don't call us asking for time updates, as we just don't have time to sift through all the entries.

FIRST PRIZE: FREE SATURN GAMES FOR A YEAR, A SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

SECOND PRIZE: TEN SATURN GAMES AND AN EXCLUSIVE AM3 SEGA RALLY JACKET AND T-SHIRT!

THIRD PRIZE: AN EXCLUSIVE AM3 SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

TIME ATTACK TOP TEN!

| | | |
|----|------------------------------|---------|
| 1 | Leonardo Traversari, London | 3:05.78 |
| 2 | Damon Ward, Wakefield | 3:08.00 |
| 3 | Andrew Beuching, Kent | 3:08.00 |
| 4 | Ned Street, Poole | 3:08.07 |
| 5 | Lee Gilder, Essex | 3:19.50 |
| 6 | Dean Lary, Derbyshire | 3:20.01 |
| 7 | Ian Davis, Eastbourne | 3:20.01 |
| 8 | Stuart Makin, Cheshire | 3:20.23 |
| 9 | Dave "EFX" Hughes, Co Durham | 3:26.01 |
| 10 | Ben Vasey, London | 3:27.00 |



HYPER CAR CHEAT!

To access this mode, hold X and press C to "cheat" it on the select screen. Your car will automatically be set to hyper car mode, allowing for a quick finish to it.

COMPUTER

A N D

**VIDEO
GAMES**

A CUT ABOVE

THE REST!

AND A HACK... AND A SLASH...

**Guardian
Heroes**

ISSUE 172

OUT NOW!



| | |
|---------|-------------------|
| BY | ACCLAIM |
| PRICE | \$39.99 |
| STYLE | SPORTS SIMULATION |
| RELEASE | MARCH 1996 |

If you were asked to predict what games were **most likely to settle comfortably on the Saturn**, an American football game is bound to be in there somewhere. **Acclaim's NFL '96** is the first to make the adjustments and lounge back leisurely into the 32-bit sofa. **Is it feeling comfortable?**

One typical American characteristic is the extent to which they take their sport seriously. In fact, if anyone remembers the infamous CNN coverage of the first days of the Gulf War, they'll remember the American reporters commenting on the action as if it were the Superbowl, throwing myriad sporting analogies in there to really push home the importance of the events taking place. But that's not to say that for the American citizen, sport is on a par with war. No, it's far more

important than that.

Despite the decline in popularity of American Football in this country the game simply has continued to do well. Few could say they've never played John Madden's or at least one of its annual guests. Or if not John Madden then NFL Quarterback Club which, as it happens has made it on to the Saturn and is the first American football game to go for 32-bit glory.

NFL '96 is a football game of the old school. Not in the sense that it's proper football involving a spherical object that you kick with your feet, but in the sense that it maintains the tradition of using windows to choose your play. Play options are chosen via a

NFL QUARTERBACK CLUB '96

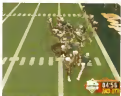
proceeds of selection and elimination (i.e. you set — halfback toss. There are loads of plays to become familiar with, and if you haven't ever been especially confident with your American football tactics this is going to take you a while to get to grips with. Likewise familiarising yourself with all of the different offensive and defensive positions involves some extensive experimentation with your full-backs, half-back and receivers, as well as the highly esteemed quarterback. Rest assured though that after this period of initiation your awareness of American football is greatly enhanced making the real thing look like a bit more than a light between a marching band of motorcycle messengers.

The subtitle 'Quarterback Club' denotes the

extent to which the game revolves around the legend and mystique of this most important of play makers. Quarterbacks are chosen separately from teams meaning even if your team are the whipping boys of the NFL, you can still get the hottest quarterback on your team. However, the fact the receivers will drop every pass tends to negate the expertise that such a footballing star has to offer.

And on the subject of expertise, where does the 32-bit capability make its presence felt eh? Primarily it's in the graphics: the game allowing a host of camera angles from which to view the game, including plenty of flyby stuff to do with those inevitable stars that appear in bands. Apart from this though, there's little to let you know that this is 32-bit American football. The game logic is fine generally speaking, but one player mode does involve a few eyebrow-raising moments when the computer miraculously manages to lead your play perfectly or execute pin-point accurate throws. But it's a multi-player mode that you can squeeze the most fun out of. NFL '96 challenging all-comers to a bit of the rough stuff and engaging in the usual banter and abuse.

As yet this is the only American football game available for the Saturn, although the John Madden series is also destined to appear in the near future. The cautious among you may want to wait, but should you decide to rush out and get NFL '96, rest assured that while it sticks trenchantly to the fan favourite formula it is nevertheless an expansive and entertaining game.



The delights are caught in the defense, desperately scrambling to prevent what looks like an inevitable touchdown. It's a great bit of work that to try and stop the Quarterback.



The ball is up, but who's going to get their hands on it. When using your Quarterback, it's important for throws to make sure the receiver has managed to find space before the throw.



CAMERA ANGLES

It's the thing with sports sims these days isn't it? More camera angles than you'd ever have thought possible. NFL '96 is no different, and comes complete with a vast range of its own from the shoulder cam which puts you right in the heart of the action to a blimp cam which sees you observing events from way up in the clouds. Some are more practical than others. While the coach cam might be useful for seeing how your linebackers are shaping up, it makes playing difficult because your quarterback is obscured from view. The best angle to use is either the action cam or super cam.



These guys are so tough that they'll give you a hard time. So long as they beat even the weekly press that is.



It comes with as many specific stats as a statistician could dream of, from the lowest to the highest every single.



Here's three really whacky options you can use.



Delicious! (Cherryman! Cammion is probably the best of these.)



The Bears' simulation lets you play out great matches from the past.

Obviously American football isn't everyone's cup of tea, but if it is your cup of tea then NFL '96 is a refreshing Earl Grey!

| | |
|-------------|----|
| Graphics | 83 |
| Sound | 85 |
| Playability | 84 |
| Lastability | 85 |

overall

84%

| | |
|---------|--------|
| BY | SEGA |
| PRICE | £70.00 |
| STYLE | RACING |
| RELEASE | MARCH |

Road Rash and **Manx TT SuperBike** prove that when it comes to racing, there's nothing quite like jumping atop a motorbike and giving it some "welly". Joining the **biker frenzy**, Sega has dusted down one of its most ancient coin-ops and given it the "Virtua" treatment - a recipe for success, surely? Well...



Hang On GP '95 was released in late 1995 in order to plug the growing gap in the Saturn's portfolio of driving titles - a stop-gap measure if you will, until the mighty Sega Rally Championship came along. The game promised much, with smooth, almost pop-up free 3D and the arcade heritage of one of the most popular road races of the eighties. This all sounds pretty great except for one thing: the programming!

It would not be fair to rubbish every single aspect of Hang On from the outset. Although the graphics are distinctly angular (check out those hexagonal wheels) and somehow lacking in imagination, they do the job in depicting a pretty realistic environment that moves at great speed. Also, unlike the terrible Import game Dead Heat, there is a nice degree of variety in the backdrops. A choice of three courses is available from the outset, with three more becoming accessible when the first two have been completed, and the quality of the graphics certainly makes you want to see these other levels. Unfortunately, the sound doesn't do the car any favours. The motorbike noises are certainly floppy escape and the music is pretty nondescript.

The aerial barrage would have been desirable if the gameplay was good - after all, the original Hang On (and most definitely its Super sequel) were excellent coin-ops for their time, crafted by a certain Yu Suzuki no less. Unfortunately, this area of the game is perhaps its weakest. There is absolutely no

weight to either the bike or the rider, meaning that leaning into corners is totally unrealistic - very fast with not much drift evident. Just pivoting the pad slightly left or right results in a laughable on-screen performance from your bike as he lurches unconcerningly about. This over-leaning makes for a most unsatisfactory experience when playing with the joy pad.

Hang On GP does have the distinction of being the only Saturn game that actually benefits considerably when used with the Arcade Power Racer - thanks to its analogue capabilities, you have far more control over the leaning prowess of your bike (although why a similar measure of control isn't available with the pad remains a mystery).

With its varied courses and choice of bikes (including some hidden ones and a bizarre Street Hawk (totally capable of gungahous velocities)) Hang On GP is initially an attractive game, despite its occasional graphical weirdness and obnoxious sound. However, the handling of the bike is so well "unlike like" that the game loses a lot of its attraction.

Of course, the big question has to be: is there really room for another road racer on the Saturn's shelf while Sega Rally Championship rules supreme? My answer is there's always room for a quality alternative, but quite frankly Hang On GP '95 just isn't it. If you haven't got Rally yet, consider yourself a foolish chap and go forth to your local software emporium and purchase it now. If you see Hang On while you're there, do the decent thing and leave it where it is.

RICHARD LEADBETTER



You know, this game is much better if you use the Analogues Steering Wheel Controller Joyzoid. Besset it is. Although it's still pretty bad.



HANG ON GP '95



Glanceless race drivers must always remember to check their mirrors before leaving the pits, here we see one such conscientious pilot at work.



That Glanceless First-person perspective is full.



Oh - it's for the high jump. No he he.



Put up the bike of your dreams in this wheel-to-wheel screen. Engine! Brake! Tyre! Not much difference made to the game!

Sega Rally certainly hasn't really got anything to worry about - Hang On is a barely average road racer, lacking the realism and enjoyment we should expect from 3D Saturn produce.

| | | | |
|---------------|----|---------|-----|
| graphics | 74 | overall | 67% |
| sound | 39 | | |
| playability | 66 | | |
| replayability | 73 | | |

| | |
|---------|--------------|
| TYPE | SRPG |
| PIECE | CTSR |
| STYLE | SHOOT 'EM UP |
| RELEASE | MARCH |

Did you ever stop to think that maybe, because the universe of **Star Wars** is based in another time and dimension, the awesome **Death Star** might only be the size of a potato to an **Earthling**? Or that an **Imperial Battle Cruiser** would be no bigger than a baby carrot? No? Well, anyway, here's **Titan Wars**.



TITAN WARS

S heel em' up on the Saturn have taken on new standards since **Panzer Dragon**. A game either has to try and match its 3D polygon master or go for the more retrofitted 2D side-scrolling approach, as is the case with the nostalgic **Galius**. Now, with the jaw-dropping **Panzer Dragon** 2 set to arrive, the quality we'd expect from a shoot 'em up becomes even higher.

In such an environment a game like **Titan Wars** stands little chance of survival: it chooses the head-on 3D perspective and makes a bit of a stumbles of it. The movement of the ship is almost comical: it jitters up and down, left and right like it got the hiccups or something. It makes negotiating valleys and caves decidedly frustrating and this, coupled with the over-sensitive controls means that there are a lot of annoying collisions. Now this wouldn't be so bad if it wasn't for the equally frustrating restart points: each level only has about two restart points which means you're constantly drudging through the same tertiary time after time.

The environments that your ship traverses aren't actually all that bad in so far as the 3D scenery all scrolls very smoothly and there's no sign of clipping or anything nasty like that. The lack of imagination though isn't as easily forgivable, the space valleys and stretches of sea looking bland and the colour lacking subtlety and variety.

The challenges themselves are equally uninspiring. Your ship dodges under and over steel girders, shoots down towers and tackles airborne enemies, all with the same plod along predictability. As you'd expect there's a boss sitting there at the end that you hammer away at in the usual routine. Once destroyed it's on to the next level, pausing of course for the whole FMV bit in between. And so it goes.

There are a range of pick-ups available in **Titan Wars**. The main ones are the shield booster, the missile pick-up and the standard life power-up. There are plenty of them as well which is a good thing because the slightest knock will really take it out of your vehicle.

What really seals **Titan Wars'** mediocrity has to

be the awful FMV sequences that fill out the story line and by and by invoke a bit of atmosphere. I can picture it now. They they all were putting the finishing touches to the FMV sequences in the game. Actors were neurotically concentrating on their Stanislavsky technique in preparation of the big finale, the director and cinematographer were arguing about depth-of-field ratios and the special effects team were peering at the finishing touches on the computer. Finally it all came together, and they got the take. Smiling, each of them sat down and lit a self-satisfied cigarette. There was silence. Suddenly one of them jolts up. "The game! Oh my god, we've forgotten about the game!" Confused replies: "What game? What are you talking about?" "You know! The game that's supposed to go with these FMV sequences. Or was it meant to be the other way round?" In a rush, they head down to programming central and knock out the game overnight with the help of some strong coffee and a few cut corners. Unfortunately for us, it's too little too late.



...he space just goes on and on right, and also if there's a wall, what's behind it? JAP





A battle with the boss at the end of the first level.



After some rapid fire, the boss is destroyed returning order to the galaxy, surreal and bizarre!



...and right, if something can be infinitely huge right, then something can also be infinitely small and get smaller and smaller but never disappear, and right, this universe might just be an atom that makes up a huge star, and...

FIGHTING TALK

One thing that will raise a smile in Titan Wars is the incredibly cheesy FMV sequences. Whoever the scriptwriter was (probably the dude who wrote Top Gun), he has succeeded in supplying an admirable number of cinematic clichés. Here's some classic dialogue from the game:

[After the first mission the new guy Cross you in other words... comes back having flown a blinder and destroyed the boss. Your master's style of flying however, takes some other members of the squadron a little by surprise.]

PILOT: [very angry] "That is not the way we fly in Alpha Wing, Cross! We take our mission objectives seriously!"

CROSS: [with casual superiority] "Yes, well, my objectives are powder right now."

PILOT: [sternly] "You do not want to piss me off, lieutenant!"

CROSS: [with arrogance] "Sure I do."

So there you have it, a snippet of the kind of challenging dialogue you can look forward to. It's a shame that the aggravated pilot didn't say to Cross that he "flies by the seat of his pants" but you can't have everything.



Bikes of the future are really hard. Harder than bikes is hot. Bikes are okay's is the future.



These luminous blue pygmies might look harmless and serene but should you fly through any of them you'll see your ship's power reduced. So, avoid the pygmies, alright power.



Titan Wars is a shoddy shoot 'em up straight out of the bottom draw. Ruined by banality and frustrating gameplay. Oh, and some naff FMV.

| | | |
|-------------|----|------------|
| graphics | 50 | overall |
| sound | 65 | |
| playability | 52 | |
| testability | 60 | |
| | | 54% |

SEGA SATURN MAGAZINE

SEGA

ADVANCED DRIVING CLASS

SEGA RALLY ADVANCED DRIVING CLASS



The S bend on the desert course is initially rather tricky to negotiate, but a little powersteering does wonders!



After the twisting S bend, the main practice bend is the final gravel roadway. Now's the time to powersteer with gusto!



Earlier on, our intrepid driver missed the penalty signpost bend with the skill and judgement of a true professional.



The forested Lakeland course features plenty of powersteering opportunities, so you'll have to watch it! Powersteer with gusto!



After the Lakeland circuit's full world of racing hazards, but rather strange steering conditions, so watch yourself!



Powersteering road the forest course to the finish is essential, too, but remember to right your car's stability!

MOUNTAIN COURSE



The mythic mountain course weaves through some breathtaking scenery, but you won't have time to admire that castle or the quiet village. This is a serious rally, and there's no time for sight-seeing! As you can see, there are eight different stretches of roadway that present some sort of problem, but with the correct tuition you'll be spending round the course with the best of them! Let the race begin...

MOUNTAIN A

After a quick start and after a brief period of speedy driving along the main highway you suddenly begin your ascent into the hills. This is a hard left corner and must be taken as shown in the diagram. Drop your gears to second shift your back wheels round and hug the inside of the corner. Straighten yourself out [and shift into third gear] and ready your car from the next problem corner.



Start your slide here, raise your front suspension to hug the left side of the road!



Keep that racing line until the corner has ended, then switch up a gear, straighten up, and zoom away!

MOUNTAIN B

A medium right wheelie still scooting round the valley is relative ly simple for the Italy veteran. A quick drip down to second gear and a powerslide around the stone wall to the right should give you those valuable extra seconds needed. Change up the gears once you're out of your powerslide and you're away! The next stop is the fabled U bend so watch yourself!



A relatively easy right-hand bend is the start of your werrion on this course. Hug that right-hand wall, though...



Ah, that's better. This gives you the ultimate racing line and maximum satisfaction! Now onto that tight U bend...



MOUNTAIN C

One of the trickiest corners of the game is the U bend before the arc and clydpoint. With skill you'll be able to steer round in second gear but following the racing line is a must, or else you'll find yourself foundering along the left-hand valley walls. Remember to swing your car round so that the bonnet almost touches the right-hand stone wall. This a long left-hand bend awaits you.



Watch this corner, as it's a really treacherous part of the track. Brakes early to avoid understeerment.



...and head for the checkpoint!

Widway round, and the car's landing like a baby. Barreled, now power out of that curve...



MOUNTAIN D



1
Beef-hugging onto opposite corners to be a pre-requisite for this section.



A very large U-bend with a narrow track is your next problem corner on this circuit. Take the initial turn rather wide but then slide round at speed whilst hugging the left hand of the track (the large sandstone wall) throughout the turn. As you straighten up, find your racing line and enter the twisting village section atop the mountain itself!



2
Struggle yourself gently, and avoid over-revving... to victory!

MOUNTAIN F

A small race car encouragement flick by the middle section of the course, and for the first part of the section there's no need for any oversteering at all. Simply shift slightly to the left and right whilst remaining in the centre of the road before taking the final bend on the left side of the road. This point leads to the checkpoint which is midway through the village. Now the time is right for the veteran driver to speed up and fly past the final village houses.



1
The second part of the mountain village road, and there's a brief right turn...



2
...followed by a left one that speeds you out and into the two muddy bends.



As you pass the checkpoint, swing to the right (whilst keeping in fourth gear) and hug this side of the road until you reach the final corner, and then position yourself to the left for a good racing line. Drift to the right before heading for the final two tricky corners.



1
One final corner and the end's in sight!



2
After the hairpin straight, slow and gently slide into the corner.



3
Once you've shifted round, accelerate to a fantastic victory!

MOUNTAIN E

Another tricky bend where a change down to second gear is required. After this, swing round as close to the right as you can, but try not to mount the raised areas of mud as this can lead to horrible spin-outs and much gashing of both. Once out of your slide, put your foot down, change up and head for the final bend. The end is in sight!



1
Now, a straight A&T! Now is the time to follow that racing line.



2
Finally, enter the checkpoint straight with a touch of powerlifting.



MOUNTAIN G

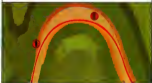
A real test of driving ability is the last problem bend, and this is essentially similar to the reverse bend, only a lot tighter. Again the trick is to swing into the corner whilst changing to second gear, before righting yourself and powering back up to speed. Then you only have the finishing straight (with a slight bend to the left) to go, and the twisting secrets of the mountain course are yours!



1
This is rather tricky to initiate, pull off, don't slide into the bank!



2
Keep calm and right your car before accelerating off!



NEXT MONTH: LAKESIDE!

Once again SEGA SATURN MAGAZINE returns to the premiere next generation 3D fighting game, with more in-depth techniques and tactics exposed. This month, we take a look at the way the combination attack system works and examine the game's lead character - Akira Yuki - surely the most powerful fighter in the world!



Of all the characters in Virtua Fighter 2, Akira is by far the most difficult character to master - that's why we've tackled him first. Although he is difficult to learn (as in the first VF), once mastered he is by far the best fighter in the game (unlike the first VF). What must be played from the very beginning is that he plays quite unlike any of the other fighters, and if you're used to the likes of Sarah or Jeffy, you're not going to adapt as quickly to Akira as you would to say, Lau. The advantages are that Akira's sheer wealth of attacks of close-

range is enough to take care of any situation. Still, here's a slightly more in-depth pros and cons list for Akira.

ADVANTAGES

1. His special moves are incredibly powerful - some of them can inflict more damage than throws from Wolf or Jeffy.
2. Segs and AMZ wanted to him to be the coolest character, so he does himself a lot from the best-looking moves!
3. At close range, he has the very best attacks and a huge choice of them to beat.
4. Supplementing his close-range fighting still further is the range of Rai-style attack normals.
5. He has the Stan Palm of Doom (SPoD)

DISADVANTAGES

1. Akira has a distinct disadvantage at ranged attacks, revealing only in close-range bouts. If opponents keep at a distance, they stand far more chance than Akira.
2. He only has an average level of speed - Sarah, Rai and Lau for example can dart in, strike and dart out before Akira can respond.
3. His special moves, although powerful, are extremely difficult to execute compared to other characters.
4. He has no sequential button pressing combinations, apart from a crap PP and PK.

SURE-FIRE KILLING TECHNIQUES

Akira has some of the most truly terrifying and indeed effective combination attacks in the game, and here is where we begin to go into depth on them; it must be said that there are many, many more (we haven't even begun to touch on those which use Akira's knee as a floating technique), but these will be plenty to be getting on with. However, first of all, we'll discuss the oft-mentioned Stan Palm of Doom.

COMBINATION METHOD #1: SEQUENTIAL BUTTON PRESSING

Every character has what we will call 'built-in' combinations such as PPs, PKs and of course PPKs. These are strings of moves which the fighter knows already and that you can access via what is usually just a case of sequential button pressing. Akira is the best character for this (with just a measly punch-kick combo) with Lau being the best. All of these were revealed in the moves list published in issue three. This method is by far the easiest way to score multiple hits.



The damage begins with a single punch hit.



And another...



And indeed, another. Now just press kick...



... for the pay-off. The second combo is performed.

AKIRA HAS THE BEST ATTACK IN THE GAME!

A true test of Akira mastery has to be the Stan Palm of Doom (usually referred to as the SPoD). It begins with a simple palm to the chest and follows up with an immediate reverse body check and finishes with Akira turning and planting two more palms into the hapless opponent's back. The actual move seems pretty simple, but the entire thing is executed in less than a second! This is incredibly difficult but if you master it, the rewards are immense. For a start, it's incredibly damaging and secondly it just looks the business! The difficulty level of this move alone is enough to put most people off, so follow SEGA SATURN MAGAZINE's recommended approach:

1. Press G+K for the Stan Palm. This is, of course, the onset part of the move to perform. Simply press all three buttons at close range for the move.
2. Press back-down/forward-PK. This is the true test of timing; you need to start entering the command as the Saturn responds to the first G+K move. The down/forward-PK should be finished off immediately after the G+K has hit. This causes Akira to perform a shorter, sharper version of the reverse body check.
3. Press back-P.

This is pretty

easy to repeat because the reverse body check of the last part of the move takes a while to finish and you should be hammering that punch button for all your worth!

AKIRA'S DEVASTATING COMBINATIONS

Akira has two primary moves for scoring a floating hit. The easiest is one half of the forward double kick for which he is famous (forward-forward-K). This is supposed to be followed up by another kick, but in fact, its recovery time is so short you can immediately follow up with all manner of devastating techniques. This move is particularly effective when behind the opponent. The second good floating move is Akira's knee. The only problem here is that the move is so dif-



Step 1: press all three buttons at close range for the stan palm.



Step 2: the hardest bit, with much precision timing required.



The final part of the Stan Palm of Doom is relatively easy to produce.



Press back, down-P+G for this staggering trick... This scores plenty of time for...



... the forward-forward-K floating attack. Use stands as close as...



... the power appraisal (down-forward takes less F) hits best!

... if you really expect on a continual basis - in fact, some rate it as being more effective than the power appraisal (down-forward) for its just stick to the stick. The idea being as to counter the power appraisal (down-forward) and the power appraisal (down-forward) and the power appraisal (down-forward) are really blocked by the floating attack to make them defenceless and then use the power move in question.



... if you start with the back, down-P+G.



... and once again perform a floating forward-K floating attack.



This last trick off with a shoulder charge (back-forward-forward-P+G) for double damage!



In any case to ratchet. Perform the attack P+G.



... and simply follow up with a power appraisal (down-forward-down-forward-P).



A throw is useful, but not. Start with the throw (the Quad) down-P+G.



... the floating forward-forward-K floating attack to perform the floating attack.



... the throw (the Quad) down-P+G.



... the throw (the Quad) down-P+G.

ESSENTIAL TECHNIQUES #1: THROW REVERSAL

This is sometimes known as a counter although since we've used that phrase elsewhere we're going to call it by its proper name - the reversal. Any throw that is used on you that uses P+G pressed together is pretty cheap and a cheap way to score a hit. AMI has decided that you can escape such throws by pressing P+G shortly thereafter. Timing is essential here - you have to press your P+G to escape almost simultaneously so for the most part, you need to anticipate when a cheap throw is going to be used on you. If you perform a move that needs a lot of recovery time (like most of Wolf's or Jeffry's) you ought to be pressing those buttons like mad during that short period of time. Performing a throw reversal seems to be the only technique that appears to work during recovery time.



Use it a pain with cheap P+G throws, along with Lee, Pai, Sarah and Jody. Akira's sorting like out here.



Some P+G throws can end up with you behind your opponent! After a throw reversal, this is not save for the "throw".

AKIRA'S BREAK-DANCE THROWS

Akira is unique in that he has throws which don't actually cause any damage - they just throw the opponent off-balance for a short while. The advantage here is that you can follow-up with practically any move you fancy. The chart below shows exactly what is guaranteed to work. To be honest, although these throws are easier, SEGA SATURN MAGAZINE recommends sticking to the throws which end up with Akira behind his opponent. This offers more potential for deadly combinations. However, the movements required for all of Akira's throws are pretty similar, so sometimes you might end up with a break-dance move when in fact you wanted, say, a reverse body check. That being the case, this information does have its uses.



Break-dance throw that ends back (F+B)
Always end 2P's



Initiate a PE combination by the first step...



This one's in the intro - back/throw with F+B prevents the surprise exchange...



... follow up with the double charge back-towards-forward step



Use a jump like with the other PE move
Back throw. Keep these pressed...



Back throw forward PE back of the
double-charge step



Don't end back in the PE combo...



And finish off with a double charge forward
(again!)

ESSENTIAL TECHNIQUE #5: COUNTER-STRIKES

Learning how to counter is essential in putting off truly spectacular floating combinations! In examining this, we'll check out the three stages involved in any attack.

1. Attack Generation

This is the time taken for you to input the move, be it a special move which has an intricate joystick combination or just pressing the punch button.

2. Move Execution

The move is now in full force and if you connect with the opponent, it hits and you are for this split-second invulnerable (unless your opponent hits you at exactly the same moment).

3. Recovery Time

After every move an amount of time elapses before your character can perform another technique - this is known as recovery time. Typically, special moves take far longer to recover from. The difference in recovery time is what makes floating combinations possible.

Countering is pretty straightforward. You receive extra damage if you manage to hit your opponent during point two (if he misses you) or during point three. What is also good is that if you are using a move which floats the opponent (such as a knee), the force involved actually sends them flying higher into the air. This means that your basic floating combos are guaranteed to work and you have the chance of scoring more hits via more ambitious combinations.

An example of a floating move (Jacky's knee) NOT being used as a counter before the height.

The same move used to counter Lee's roundhouse kick sends him flying much higher, meaning better floating combos.

ESSENTIAL TECHNIQUE #2: ATTACK REVERSAL

This is limited to the (who could do it in the first game). Kage and Akira. Basically this involves anticipating an attack and executing the appropriate reversal move simultaneously (all moves list in SEGA SATURN MAGAZINE issue three). Pai and Kage are pretty limited in what they can reverse, whilst Akira can reverse anything, but the commands to do it are more difficult. It's also worth noting that Wolf has a reversal too - but it isn't so effective, only working on mid level kicks aimed at him. The advantages of these reversals are obvious - if you can anticipate an opponent's move, you can actually use it to score damage against your foe! This is an essential technique to remember because many so-called Akira and Kage counters completely ignore the reversals. Do so at your peril!



Pai's is the best of this.



Kage's is the best of reversals.



Wolf's reversal is limited.



Kage's is actually quite weak.



COMBINATION METHOD #2: STAGGER HITS

Virtua Fighter 2 improves on the original by incorporating staggers rather than just take a hit or fall over, a particularly weighty blow sends an opponent reeling, unable to respond. During this time of vulnerability the attacking party has time to get in a free hit or series of hits (usually sequential button pressing combos). Good moves for staggering Akira's break stance (throws which basically throw an opponent off balance) and mid-kicks (down-forward and kick - most characters have these). The latter move works incredibly well against opponents who are blocking.



Lisa's mid-kick has a staggering effect on opponents who are crouching and blocking. This sends his foe reeling backwards helplessly...



An opponent reeling (up-back) is an easy hit to score as a staggering opponent. The CPU player does this a lot.



Another very simple combination. Start with a P4 combination, here's the punch...

BASIC MOVE COMBINATIONS

Akira is different from the other Virtua Fighters in that he has moves which he can seamlessly chain together. For example, a double handed punch is achieved by pressing down, pulling back and pressing forwards with punch. A degree of time is required to "charge" the down part of the move, so why not start with a low kick? This way you can chain two hits together with minimum effort - and this case, the double handed punch is far easier to execute. Some more examples follow.



A low kick combination - down-kick can be held to charge...



... the down-back-forwards-P double-handed throw techniques.



... And there's that kick. While this is being executed, press forward-forward...



... With P to chain a double throw into the techniques.

COMBINATION METHOD #3: "FLOATING" HITS

This is by far the most difficult way to execute a combo, but it is essential that you learn it - hence the small section on "floating" seen in last month's Master Class. If you aren't clear what it means, basically every character has at least one move that sends an opponent flying into the air when it hits. Once this occurs, the opponent is helpless until he lands on the ground. During this time, you're free to reflect whatever hits you desire. Three examples of floating combos were in last month's Master Class, but basically any character who has a knee attack (forward-kick) can score an easy float.



Gouken V1, Sarah's knee has definite floating combo potential (forward-K).



Follow this up with a Sarah combination of your choice...



Here we've gone for the knee punches followed by a knee.



The initial knee keeps them in the air where they can't fight back.



The down hit forward with P move produces this pain strike...



... Which can be followed up immediately with a forward-forward-P double throw.



NEXT MONTH

Shun Do is exposed, along with one of the Bryant siblings...

Tips

VIRTUA COP

The long-awaited Gun Select cheat is finally revealed! The hidden option will allow you to pause the game and select any of the weapons at any time – including a special ultra-rare version of the Machine Gun – with unlimited ammo! Simply press the Start button to pause, then reload by shooting off the screen or pressing C to cycle through the weapons.

Start the game up and when the SEGA screen appears, hold C and press Down, Up, Right, Left, Up, Left, Right. You'll hear a noise and the option will now be accessible from the cheat menu (see issue 4 for details). By the way, you'll need to have the Ranking Mode options already saved in your Saturn for it to work, either by completing the game or by using the cheat.



Enter the cheat quickly here to get the gun select.



As soon as you've got the cheat working, choose "Tactical" and blast away!



TOH SHIN DEN S

To access the three hidden characters – Gai, Sho and Cupido – go to the title screen (with Press Start flashing up) and press Up, Down, Up, Down, Right, Left, Right, Left. You'll hear Ellis shout to let you know that it's worked. Now start any type of game and the two bosses, Gai and Sho will be added to the right-hand side of the screen. To select Cupido, high-light Sho, hold Up and press any button.



Once you've done the cheat here...



... You'll be able to get the three hidden characters – Gai, Sho and Cupido.



SEGA RALLY

To race against one of Sega's top drivers on the Desert course, select Time Attack. Choose any course and any car and when you reach the screen with "3 Laps" and "Time Run" options, high-light "3 Laps" and press X+Z+C at the same time. You'll start as usual, only the shadow car will race off and get to second laps on the Desert course. By the way this is another feature not included in the inferior American version of the game.



Get here and press X+Z+C at the same time to get some clues for our Time Attack comp.





NBA JAM: TOURNAMENT EDITION

The NBA Jam games always contain secret characters, and the Saturn version's got a massive number of them. To play as any of the characters listed, answer "Yes" when asked if you want to enter your initials, then hold the L and R shoulder buttons while entering these letters and dates. "Secret Player" will appear on the screen to let you know that it has worked. By the way, the commentator even calls out all of the secret character names when they get the ball!

| | | | | | |
|-----------------|-----|---------|-----------|-----|--------|
| Charles | CHA | May 4 | Higgins | TDM | Feb 19 |
| Clinton | BLI | Jun 3 | Hill | ZIG | Apr 7 |
| Hillary Clinton | HLI | Nov 6 | J Moon | JRY | Aug 14 |
| Mike D | M_D | Jul 1 | Chew Chew | CHD | May 5 |
| Adeock | ADK | Apr 6 | Brutah | GDW | Jul 17 |
| MCA | MCA | Apr 9 | Winstah | DAN | Jan 2 |
| Heavy D | HEA | Jan 9 | Snake | SNK | Jun 15 |
| Felixxoe | FES | Feb 1 | Bernardo | EDM | Feb 4 |
| Jazzy Jeff | JAZ | Oct 9 | Fungangus | GLN | Jan 11 |
| Benny | BNB | Sept 20 | Kabule | KUB | Apr 14 |
| Blaze | BLZ | Jan 14 | Mia | UZ | Aug 7 |
| Hugo | HGR | Jan 12 | Seppala | SAW | Apr 10 |
| Red | LAR | Jan 15 | Boo Boo | TH | Nov 1 |
| Gonfia | AFE | Apr 2 | Ristol | WAM | Jun 10 |
| Church | WOL | Mar 7 | Faceme | DEL | Oct 10 |
| Catling | CAT | Jan 2 | Air Dogg | ADR | Jan 21 |
| Hutchinson | HRH | Apr 9 | Carlton | CAL | Mar 25 |
| Magic Hair | STH | Dec 8 | Dvita | DIV | Jul 3 |
| D Felcas | DAC | Aug 6 | Coskie | COS | Jan 6 |
| Hodgeson | HOC | Dec 31 | Liptak | LP | Jan 14 |
| Tunnicliff | SAT | May 7 | Rivett | REV | Jul 6 |
| J Felcas | JAS | Nov 15 | Tannell | TUN | Jan 31 |
| Jax | JAX | Mar 1 | Thomas | THC | Jan 8 |
| Mad Mike | MUS | Dec 14 | Gordon | GOR | Jul 3 |
| McLaugh | MAL | Jul 12 | Shelley | SHY | Jan 8 |
| Cray | CRB | Feb 23 | Moore | MOE | Jun 8 |



Hugo the Heroic and Grunch the Wolf is action. Hugo (left) wins, exactly like Dad, you!

These bonus codes can be used as cheats. Enter them in the same way as the secret characters.

All 27 teams defeated: FIV Jan 1
25 of 27 defeated: FND Jan 1

Once all of the teams have been beaten, you play again with extended team rosters, secret opponents and hidden power-up modes.

DIGITAL PINBALL

These cheats should be entered on the title screen with "Press Start Button" on it. They give you a variety of messages, like the programmer credits, the version dates and other exciting features.

Credits - C B A A B C Y Z X Down, Down
World Numbers - X Y Z X Y Z C B A Up, Up
Sound Pro Version - X X Y Y Z Z A A B B C C
Plasma Pro Version - Up, Up, Down, Down, Left, Right, Left, Right B A X

VIRTUA FIGHTER 2

There's a hidden video clip of Durali breaking a gag to reveal her real human form—Kage's mother. To access it, complete the game on the Hard difficulty setting including beating Durali first time. It may sound really hard to do, but it can be made incredibly easy by setting Player 1 to "No Damage" and Player 2 to "Smiled" energy bar from the options screen. You'll still need to play right through the game, but you can only lose with a Ring Out.





OUT NOW

GAME of the month

| | |
|--------|---------|
| BY | ACCLAIM |
| PRICE | £44.99 |
| RATING | ★★★★ |

D



With the absence of any starring titles from Sega this month, there's an abundance of non-Sega titles released. Among them is this game of an adventure title from Acclaim. It's difficult to slot it into any game genre as such, mainly because it's hard to ascertain what you actually do apart from wander around and look at pretty objects, which is why action fans should definitely give this one a wide berth.

However, if you like a bit of murder mystery and suspense in your gaming, then this should suit you down to the ground. The story is enough to give you your gamers' night's main – a doctor has gone mad in a nearby hospital and hacked his patients to death. Unfortunately, he's also done a runner and it's up to his daughter Lewis to sort out the mess (literally). To do this, she must enter her father's twisted alter reality and solve the many puzzles which are put before her. Solving them usually entails finding keys crumpled within rotting corpses, opening boxes, dodging attacking knights and generally avoiding being killed by some unwary ogre!

While the in-game action is definitely not to everyone's taste, the story can be really gripping at times, and the graphics, although in a small window, are really crisp, clear, and at times, disgustingly gory. People already used to playing games of this type (such as *Myst* or even some of the RPGs on the Megadrive) may find that the action is completed all too soon – most of the puzzles are relatively easy to solve, although there is one in particular that's absolutely rock hard – but gamers new to the genre may find that this will last them a fair old while. Not perfect by any means, but the best game of its type available on Saturn at the moment!



| | |
|--------|-----------------|
| BY | ELECTRONIC ARTS |
| PRICE | £44.99 |
| RATING | ★★★★ |

FIFA '96

Well, after the obvious, big three, *FIFA Soccer* is easily one of the most awaited titles on the Saturn. In fact, EA slipped this one out just after Christmas, hardly bothering to tell a soul here in review land. The reason for this is not altogether unknown – the PlayStation version had just been released and naturally everyone would be comparing the two versions.

However, EA needn't have worried too much. *FIFA* blows Sega's existing football title, *Victory Goal*, clean out of the water. It's got club sides, international sides, real players – hell, it's even got John Motson to help everything along as only he can. There's millions of customising options, several different camera angles to view the action from and, unlike most sports sims, these options really can make a difference. So all well and good eh?

Not quite. Although the actual game mechanics are pretty spot on, the same can't be said for *FIFA*'s appearance. The sprites are slow and fuzzy, and the screen sometimes jinks when the pitch is moving too.

Still, unless you're a football transporter, these features aren't likely to bother you, especially when you soak in the atmosphere of the game, which has to be as close to football as you can possibly get without pulling on a pair of boots. You'll glean months of play from this one.



Cyberia

| | |
|--------|-----------|
| BY | INTERPLAY |
| PRICE | £54.99 |
| RATING | *** |



Hey everyone it's February for March depending on when you bought the mug! What does that mean? Well, it means that there's not much software knocking about and developers tend to convert all their old PC stuff for an easy low-budget release. And that's exactly what happened with Cyberia. Released on the PC a couple of years ago, it wasn't very popular then, it's likely to be even less popular now.

The reasons for this are very simple. Cyberia relies very heavily on the game plot and in fact, most of your time is spent observing what's going on. Each level has very specific tasks which must be completed before progressing to the next section, and at the beginning of the game, each level is played out as either an isometric or close quarters combat game. However, after the first few levels, this suddenly switches to a first person perspective shoot 'em up. Unfortunately there's too many levels of these in one go to make them much fun.

Throughout the title, the graphics remain pretty spectacular and if you had to assess the game on looks alone, it would score very highly. It's just that Cyberia tries too hard to be everything at once. Still, not bad.

| | |
|--------|---------|
| BY | US GOLD |
| PRICE | £44.99 |
| RATING | ** |



Johnny Bazookatone

Ah! If only we had a sub-section dedicated to gaming cabbage of the month - this would surely take the crown.

An evil music pirate he has kidnapped all of the world's leading musicians (Bad Cafe, according to US Gold) and has taped them all up in a box or something and is refusing to let them go. Unfortunately (for you) he failed to capture Johnny Bazooka, who has now taken up a quest to retrieve his mates in the name of the good ship Rock. Sounds like a Megadave game already doesn't it?

Funny that, because if it wasn't for an extremely lengthy Silicon Graphics video tacked onto the beginning, you'd probably think it was. Honestly, this employs some of the worst graphics ever seen on the Saturn and that takes over the first generation games like Astale into consideration. Johnny looks like a rockably abomination, and as for the rest of the graphics, well, quite simply crap.

It's hard to believe that in this day and age, something like this exists.



| | |
|--------|--------|
| BY | SEGA |
| PRICE | £44.99 |
| RATING | **** |

TOH SHIN DEN

This month, Tohshinden 5 finally makes its way to the Saturn and even comes complete with a couple of extra characters, all of which are hidden at the beginning of the game. It's sometimes difficult to see why this enjoyed so much attention in the past - although the graphics are of top-notch quality, the actual game is sometimes repetitive and lacks a distinct learning curve - there's only so many moves to memorise. Of course, this doesn't make the game any less fun to play and Tohshinden 5 is fun to play - it just restricts the longevity of the title somewhat.

Naturally, if you compare it to the awesome Virtua Fighter 2, Toh Shin Den 5 is nowhere near its equal in terms of playability or sheer quality, but that doesn't necessarily mean that it's not worth buying. While it may not have the depth or amount of moves that Virta holds, it's fair to say that it's a different type of combat, 143 - one that depends more on spectacular special moves and weapons.

Not one for ardent combat, but fun all the same.



OUT NOW



| | |
|--------|------|
| BY | ORCA |
| PRICE | |
| RATING | ★★★ |

True Pinball

Pinball games haven't exactly been heralded into the next generation of video gaming - it's not hard to see why when you consider that pinball consists of a flinging a small silver ball around one fairly small table. Why would anyone want to see this converted on to their shiny new Saturn? Well, you'd be surprised. When these titles are converted well, they're among the most popular games you can buy - especially if they come equipped with bonus tables and sub games.

But, Orca's pinball is different: it doesn't go in for any of those fancy additions, instead, it offers real pinball and nothing else. It's an excuse because the programmers couldn't be bothered to program anything extra into the game, or do they really like straight pinball and nothing else? Hmmmm.

Anyways, there's three tables to play on in all, the purpose being to rack up as many points as possible without losing the ball down the little hole at the bottom. And um, that's about it.

The great thing is that if you love pinball games, then boy are you in for treat with this one. But, why or indeed how could you love a game like this when there are quite plainly loads more in depth and non sleep inducing titles out there, if you really like pinball so much, you could play to your heart's content on a real pinball table for less than a quid.



| | |
|--------|---------|
| BY | US GOLD |
| PRICE | £39.99 |
| RATING | ★★ |

World Cup Golf

Golf is an incredibly popular game on all consoles and on PC it's even bigger money earner, so it's no wonder that companies are clamoring over them when it's time to rush out simulations. What is quite difficult to believe though is that the end result is sometimes very far removed from the original game. US Gold's version of events only has one course to play on, which is a bit of a poor effort in itself, and becomes very boring very quickly. And although the graphics are pretty fine (this is not a difficult feat in a golf game), the actual game is a bit difficult to play. This isn't because the controls are difficult to get used to or the standard is set to a high level or anything like that. Nope, it's because not enough attention has been paid to the way the game has been put together. The different views of the course available are a bit thoughtless and erratic and whatever shot you decide to take, the ball doesn't necessarily follow the chosen route. Better than Pebble Beach Golf but then that's no reason to buy it.



| | |
|--------|--------|
| BY | SEGA |
| PRICE | £44.99 |
| RATING | ★★★★ |

WING ARMS



When this was released on import a few months ago, it was given a slating by just about everyone for being a bit on the dull side. Fortunately, Sega chose to hold back the title for a few months and promptly sent it back to their development people to make a few changes. A few weeks fiddling with options on their end, and the changes show themselves in the guise of translated Japanese text, but this in itself makes the game much more rounded.

While not as slick as the much celebrated firstborn, Wing Arms is still a decent enough simulation and is hard enough to keep you going into the wee hours. However, you will need a large dose of patience to be able to keep playing though it, as at times it can be very flippy indeed. But if you persevere, you'll find that this is as rewarding a fight sim as any other currently available on the Saturn.

ALSO OUT NOW...

| | | | | | | | | |
|------------------------------|--------|-------|--------------------------|--------|-------|-----------------------------------|--------|-------|
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| GALACTIC ATTACK | £39.99 | ***** | RAYMAN | £44.99 | ***** | VIRTUA FIGHTER | £49.99 | ***** |
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| MADON OF HEAVEN SOULS | £39.99 | ***** | SHIN GUYZ 2000 | £39.99 | ***** | | | |

CD FILMS / MUSIC

To play any of these titles, you'll need a video card, coding disc, for your Saturn for more details.



STREET FIGHTER ANIMATED

BY **CD VERSION** PRICE **£14.99** RATING *********

It's Capcom, Managa and a super way of 8-grade start brought us Street Fighter: The Movie. And it was crap. Was superior intensity way to the world, but a Japanese anime version of the last. The dubbing is, for once, actually quite good, and the animation is superb. Sure certain liberties are taken with the Street Fighter mythology, but if you wanted it just like the game it would be very boring. Besides you'd have to be a right polemic, really get to start whingeing, because the over-all effect is right smart. And thanks to the magic of VCD you can flick to that Chun-Li always some effortlessly you did mean.



ELIMINATORS

BY **CD VERSION** PRICE **£14.99** RATING *********

The first aim of the Burb on the hills of Eliminators given a look to the quality of the movie "like most of us, Masood began as human being..." So what did the end of us start out as then? (Ah! Right! Money!) We had to bring that to your attention because it's highly unlikely you'll ever read it otherwise, given that this film is so not worth watching you'd hardly believe it. In fact, I remember seeing it on video when I was about ten and thinking it was crap then. Only worth watching for the ace scene in which the "Mega" jumps through a giant whirling fan blade without being hacked to bits. Would have been better if he had.



JUNGLEISM

BY **CD VERSION** PRICE **£14.99** RATING *********

It's long up to the jungle music, among a sheet out to low-saturated etc etc etc, jungleism, as you might be able to guess, a jungle compilation that it's not just any jungle compilation, oh no. This one has spooky visuals to go with the music, and the tracks are interspersed with live footage and interviews with the artists concerned, usually granting such origins as "Well, we just loved the drums up really fast and... er, that's about it". Mixing well-known Jungleists such as Gilgus and Savelius with the less famous ones. A clever blend of live recordings. Boy this isn't a bad bet if you want to get some music round for a bit of a breeze-up. Naturally, there's a big chest going out from us at Sega Saturn Magazine. Stay Fresh! Cool your boots, and so on.



A BETTER TOMORROW

BY **CD VERSION** PRICE **£14.99** RATING *********

Hong Kong action John Woo (like his first buckets of blood in 1986 movie), starring his top pal and collaborator Chow Yui Fat. As usual it's a story of loyalty divided between family friends, the mob and the cops. And, also, as usual, everyone dies. If you like your screen violence there are few dramas to top Woo. Stuff The Hard Balled and the Killer are in an action class of their own. Despite this being his first feature it's well accomplished and displays all his standard trademarks. Fast, slick camera work and explosions on the go with the chased cows come home! But there again, you can probably rent the video for about one pound these days. Ideal though for collectors of the great director's work.



next Month

MEDIC MEDIC!

Oh so you're probably a bit of a mess after all that let. Your head's spinning from too much speed in Wipeout, your shins are bruised from a rough 90 minutes of Euro '96, and your jaw's broken thanks to the combined efforts of the Street Fighters and the X-Men Wolf, although now might not seem like the appropriate time, here's the kind of mauling you can expect from next month's Sega Saturn Magazine.

We'll have extensive coverage of Acclaim's Alien Trilogy, loads of stuff on Psychosis' other big hit, Destruction Derby, and reviews of, among others, WWF Wrestlingmania and Shellshock.

For now though, have a nice lie down.



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